

SUPER SMASH BROS.™



**SUPER
STRATEGIES
FOR MULTIPLAYER
BATTLES!**



ZAP



Kip Ward



SUPER SMASH BROS.™

Prima's Official Strategy Guide

Kip Ward

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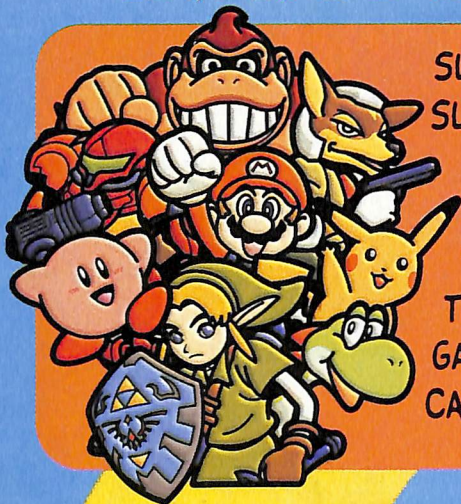
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INTRODUCTION AND ITEM LIST



SURE, *SUPER SMASH BROS.* IS CUTE. IT'S DOWNRIGHT SUGARY, IN FACT—UNTIL DONKEY KONG SLAPS YOU FROM ONE END OF THE STAGE TO THE OTHER, AND NESS THROWS SOME WEIRD PSYCHIC INCINERATOR IN YOUR DIRECTION, ANNOUNCING YOUR PERIL WITH CHILDISH GLEE ("PK FIRE!"). SUDDENLY, THINGS LOOK PRETTY DARN UGLY. AND, UNLIKE SOME FIGHTING GAMES, PRESSING ALL THE BUTTONS AS FAST AS YOU POSSIBLY CAN SEEMS ONLY TO MAKE THINGS WORSE.

AS WITH ALL THE BEST NINTENDO GAMES, *SUPER SMASH BROS.* WORKS ON SEVERAL LEVELS. OF COURSE,

ANYONE CAN PICK UP A CONTROLLER AND HAVE PLENTY OF FUN TRADING PUNCHES. THE BASIC MOVEMENT SCHEME IS THE SAME FOR ALL CHARACTERS, SO IT'S PRETTY EASY TO GET ENOUGH OF A FEEL FOR THE GAME TO ENJOY YOURSELF.

AT THE OTHER END OF THE SPECTRUM IS THE GOAL OF ANY SERIOUS GAMER, REGARDLESS OF THE GAME—NOT MERELY TO PLAY, BUT TO PLAY WELL. TO DOMINATE. TO GRAB THAT LITTLE FUZZY YELLOW POKÉMON AND KICK THE CUTE RIGHT OUT OF IT. OF COURSE, THERE'S A CHANCE THAT'S JUST A PERSONAL THING

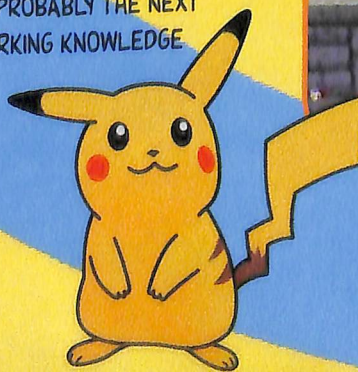
HOWEVER YOU APPROACH *SUPER*

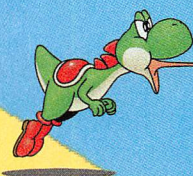
SMASH BROTHERS, YOU CAN APPROACH THIS BOOK THE SAME WAY—AS A PRIMER, BUT ALSO AS SOMETHING OFFERING SERIOUS TACTICAL ADVICE WITHIN THE CONTEXT OF A VERY FUN GAME.



ALTHOUGH ALL THE FIGHTERS IN *SUPER SMASH BROS.* SHARE CERTAIN CHARACTERISTICS, EACH FIGHTER IS UNIQUE. UNDERSTANDING AND APPRECIATING EACH FIGHTER'S TALENTS IS KEY TO BECOMING COMFORTABLE WITH THE CONTROLS, AND CERTAINLY A DECISIVE FACTOR IN ANY SUCCESSFUL BOUT. THUS, THE CHARACTER SECTION IS THE MEAT OF THIS BOOK. IT INCLUDES SPECIFIC ROUTES THROUGH ALL THE BONUS LEVELS, AS WELL AS SPECIFIC TACTICAL RECOMMENDATIONS.

APPRECIATING THE VALUE OF THE GAME'S POWER-UPS IS PROBABLY THE NEXT GREATEST ADVANTAGE YOU CAN HAVE. YOU REALLY NEED A WORKING KNOWLEDGE OF EACH ITEM TO USE IT TO ITS MAXIMUM EFFECT.





Introduction

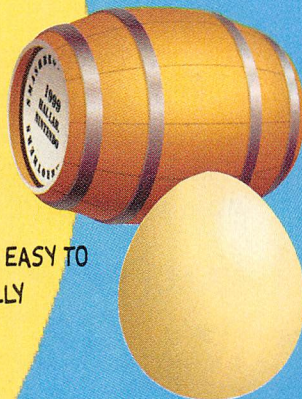
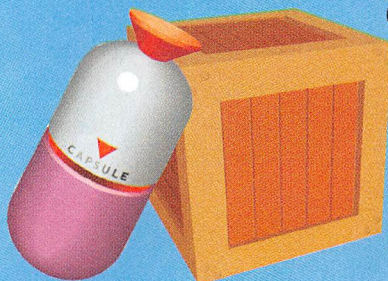
BEFORE DIVING INTO THE RING, THEN, TAKE A MINUTE TO RUN THROUGH THE FOLLOWING ITEMS LIST. A NUMBER OF GOODIES FALL FROM THE SKY DURING ANY GIVEN MATCH, AND YOU MUST BE ABLE TO DISCERN THEIR MERITS QUICKLY AND IN THE CONTEXT OF THE ONGOING COMPETITION: IS THE ITEM WORTH THE RISK YOU MUST TAKE TO ACQUIRE IT?

IT'S POSSIBLE ONLY TO GENERALIZE ABOUT EACH ITEM'S WORTH, BECAUSE EACH ITEM'S WORTH IS RELATIVE TO HOW THE MATCH IS GOING. IF YOUR DAMAGE IS HOVERING AROUND 200 PERCENT, FOR EXAMPLE, HEALTH ITEMS BECOME MORE IMPORTANT THAN IF YOUR CHARACTER WERE STARTING FRESH. AND CONSIDER YOUR ENEMY'S SITUATION: IN TERMS OF STRATEGY, KEEPING A FOE FROM GETTING AN ITEM CAN BE JUST AS IMPORTANT AS GETTING IT YOURSELF.



ITEM CARRIERS

BECAUSE MOST ITEMS IN *SUPER SMASH BROS.* ARRIVE IN SOME TYPE OF CONTAINER—CRATE, BARREL, CHANSEY EGG, OR CAPSULE—YOU MUST BREAK OPEN A PACKAGE TO SEE WHAT'S INSIDE. OFTEN THIS HAPPENS ACCIDENTALLY. THE CRATE AND BARREL CARRIERS ARE FRAGILE, AND WHEN THEY'RE SMASHED AN ITEM(S) BOUNCES OUT. THE CHANSEY EGGS (SEVERAL POP OUT EACH TIME THE POKÉMON CHANSEY APPEARS) ARE SMALL, AND THE CAPSULE MAKES THEM EASY TO SCOOP UP AND TOSS IN MIDLIGHT. BREAKING OPEN A CRATE OR BARREL USUALLY REQUIRES MORE EFFORT. HERE ARE SOME THINGS TO CONSIDER:



CREAT BALLS OF POKÉMON

THE POKÉ BALL CARRIES A RANDOM POKÉMON THAT EMERGES TO AID YOU IN BATTLE. AS LONG AS YOU'RE THE ONE WHO BREAKS OPEN THIS UNIQUE CARRIER, THE POKÉMON INSIDE WILL DO YOU NO HARM. JUST PICK IT UP AND TOSS IT AS YOU WOULD ANY OTHER CARRIER.



★ IN A ONE-ON-ONE FIGHT, YOUR OPPONENT IS FAR MORE LIKELY TO ABUSE YOU *EN ROUTE* TO A CARRIER, ESPECIALLY IF YOU'RE GOING FOR A CRATE OR BARREL. (IT'S OBVIOUS WHAT YOU'RE UP TO, SO WHAT ELSE ARE THEY GOING TO DO—WAIT PATIENTLY?) DON'T TAKE THE TIME TO LIFT THE LARGER CRATE OR BARREL: SMASH THEM ON THE RUN.

★ IF YOU CATCH A FOE IN THE PROCESS OF LIFTING A CRATE OR BARREL, USUALLY YOU CAN STRIKE THEM SEVERAL TIMES BEFORE OR IMMEDIATELY AFTER THE OPPONENT TOSSES THE CARRIER AWAY. AS LONG AS YOU DON'T ATTACK HEAD-ON, YOU SHOULD BE ABLE TO AVOID GETTING SMACKED BY THE THROWN CRATE OR BARREL.

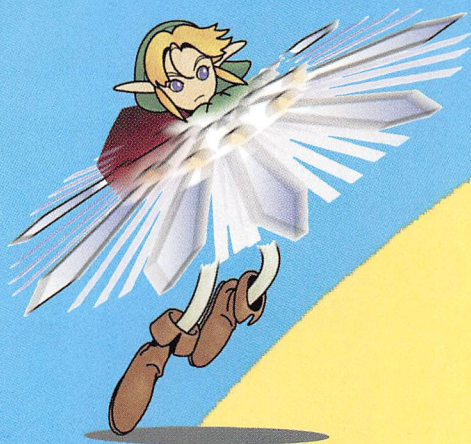
★ CRATES AND BARRELS CAUSE HIGH DAMAGE IF YOU THROW ONE AT AN OPPONENT. THIS IS EASIER WHEN YOU'RE FIGHTING MORE THAN ONE FOE, BECAUSE YOU CAN RUN AND GRAB THE CARRIER WHILE YOUR ENEMIES KEEP EACH OTHER OCCUPIED.

★ **IMPORTANT:** WHEN A CRATE OR BARREL LIES NEAR THE EDGE OF THE STAGE, TRY AND LIFT IT AS YOUR CHARACTER FACES THE CENTER. IF YOU PICK UP THE ITEM WHILE FACING THE EDGE, ODDS ARE YOU'LL TOSS IT OVERBOARD.



IGNORING THE FRAY TO FOCUS ON LARGE CARRIERS CAN HAVE NASTY CONSEQUENCES.





HANDHELD WEAPONS

THERE ARE TWO CATEGORIES OF WEAPONS IN *SUPER SMASH BROS.*: "Clobbering Items" or "Special Items." SOME ITEMS ARE MEANT TO BE HELD AND USED, AND OTHERS ARE MEANT TO BE THROWN. TRUE, YOU CAN THROW A Clobbering Item, IF YOU LIKE, BUT DOING SO IS RARELY AS EFFECTIVE AS WADING INTO THE FRAY AND WHACKING YOUR FOES REPEATEDLY. THEREFORE, WE DISTINGUISH BETWEEN WEAPONS YOU SHOULD HOLD ONTO AND THOSE YOU SHOULD THROW. HANDHELD WEAPONS COME IN TWO TYPES, Clobbering AND Blasting.

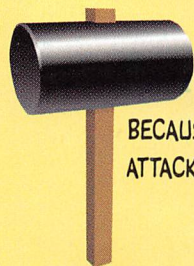


Clobbering Weapons

THE FOUR PRIMARY Clobbering WEAPONS ARE THE FAMILIAR LARGE HAMMER, BEAM SWORD, HOME RUN BAT, AND FAN. EACH LASTS ONLY SO LONG ONCE YOU GRAB IT, SO USE EACH QUICKLY AND EFFECTIVELY.

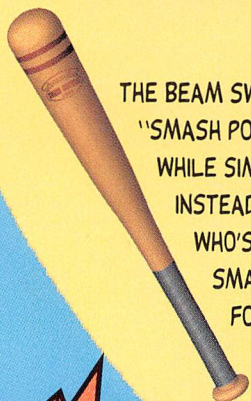
THERE'S NO REAL TRICK TO THIS, JUST DON'T GET GROUND-BOUND. THE GAME IS PRETTY FORGIVING ABOUT ALLOWING YOU TO STRIKE A TARGET IN MIdAIR, SO DON'T ALLOW YOUR ENEMIES TO JUMP TO SAFETY. IN FACT, GIVEN THE GAME'S DAMAGE PREMIUM ON MIdAIR ATTACKS, ANY FOE WHO TRIES TO AVOID GETTING ClobberED BY GOING AIRBORNE IS ALMOST DOING YOU A FAVOR.

HAMMER



THE HAMMER WORKS AUTOMATICALLY. THAT IS, IT SWINGS UP AND DOWN WITHOUT ATTACK COMMANDS FROM YOUR CHARACTER. THAT'S GOOD BECAUSE IT MOVES VERY FAST AND KEEPS ENEMIES FROM CLOSING IN TO ATTACK (UNLESS THEY COME FROM BELOW AND BEHIND).

BEAM SWORD AND HOME RUN BAT



THE BEAM SWORD AND THE HOME RUN BAT SHARE A SPECIAL ABILITY KNOWN AS "SMASH POTENTIAL": MOVE THE CONTROL STICK TOWARD YOUR OPPONENT WHILE SIMULTANEOUSLY PRESSING THE **A** BUTTON TO TAKE A HUGE SWING INSTEAD OF A SMALL SWIPE. IF YOU CONNECT—ESPECIALLY ON AN ENEMY WHO'S SUSTAINED SOME DAMAGE ALREADY—THERE'S A CHANCE YOU'LL SMASH WITH SUCH FORCE IT WILL BE VIRTUALLY IMPOSSIBLE FOR YOUR FOE TO REGAIN THE STAGE.



NOTICE THE POSITIONS WHERE ITEMS DROP IN EACH LEVEL, AND DON'T BE LAST TO NOTICE WHEN A POWERFUL WEAPON APPEARS.



DON'T JUST STAND THERE WITH THAT WEAPON—ESPECIALLY WHEN YOU CAN CATCH ENEMIES IN MIdAIR.

FAN

THE FAN IS A LIGHTWEIGHT CLOBBERING ITEM, AND THAT'S BOTH GOOD AND BAD. ALTHOUGH YOU CAN STRIKE VERY QUICKLY WITH THE FAN, IT WON'T DO MUCH MORE DAMAGE THAN ATTACKS WITHOUT IT. STILL, EVERY

LITTLE BIT HELPS

BLASTING WEAPONS

THE GAME'S PRIMARY BLASTING WEAPONS ARE THE FIRE FLOWER, RAY GUN, AND STAR ROD. EACH IS HIGHLY DESIRABLE, BECAUSE IT GIVES YOUR CHARACTER A SERIOUS DISTANCE ATTACK. ALTHOUGH MANY GAME CHARACTERS COME WITH SOME TYPE OF DISTANCE ATTACK, FEW CAN MATCH THE WALLOP OF THE THREE BLASTING ITEMS.

FIRE FLOWER

THE FIRE FLOWER IS A REAL CROWD DIS-PLEASER, AND AS SUCH IT'S UNIQUE. THE FLAME'S RANGE IS RELATIVELY SHORT, BUT ITS SWATH IS HUGE. IF YOU CAN CATCH OPPONENTS WHERE THEY CAN'T LEAP QUICKLY TO SAFETY, THE FIRE FLOWER CAN DO A BUNCH OF DAMAGE IN A BIG HURRY. MOST ENEMIES SCATTER WHEN THEY SEE THE FIRE FLOWER COMING, SO TRY TO CLOSE THE GAP BEFORE YOU BEGIN FLAME THROWING TO RETAIN THE ELEMENT OF SURPRISE.

STAR ROD

THE STAR ROD IS PERHAPS THE GAME'S MOST VERSATILE WEAPON. IT SHOOTS LARGE, PAINFUL ENERGY STARS AND HAS A SMASH POTENTIAL AKIN TO THE BEAM SWORD AND HOME RUN BAT. IF YOU CAN MANAGE A SMASH ATTACK WITH THE STAR ROD, THERE'S A CHANCE YOU'LL LAUNCH YOUR OPPONENT CRUELLY INTO THE HEAVENS.

RAY GUN

THE RAY GUN'S BLAST TRAVELS SO QUICKLY THAT YOU CAN EASILY STRIKE THE SAME TARGET AGAIN AND AGAIN. WATCH OUT, THOUGH: IT'S HARDER TO DEFEND YOURSELF WITH THE RAY GUN THAN WITH OTHER WEAPONS. IF YOUR OPPONENT IS WILLING TO STAY AT A DISTANCE AND LET YOU BLAST AWAY, WELL, MERCY'S IN SHORT SUPPLY. MOST OPPONENTS SOON REALIZE THAT THE RAY GUN DOESN'T DO NEAR ENOUGH DAMAGE TO BE TERRIFYING. WITH A QUICK HOP OVER, THEY'LL START POUNDING ON YOU. THERE ARE PLENTY OF CLOSE-RANGE ATTACKS THAT HURT YOU WORSE THAN THE RAY GUN HURTS YOUR FOE.



THE AWESOME FIRE FLOWER CAN HURT A CROWD OF FOES, BUT ITS RANGE IS LIMITED.



TO EXIT THE STAGE QUICKLY, JUST TRY CLOBBERING AN EXPLOSIVE DEVICE!

CAREFUL WHAT YOU CLOBBER

ONE OF THE QUICKEST WAYS TO REMOVE YOUR CHARACTER FROM THE COMBAT STAGE IS TO CLOBBER ONE OF THE TWO TYPES OF BOMBS, OR, TO A LESSER EXTENT, A BUMPER OR SHELL.

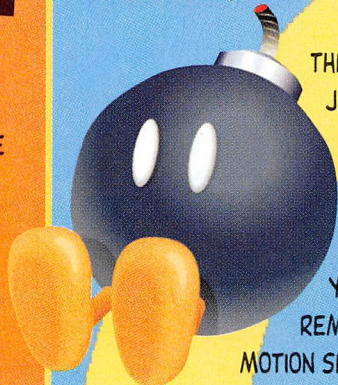
WITH A BOMB, THE EFFECT IS IMMEDIATE AND ALMOST CERTAINLY IRREVERSIBLE. (CLOBBER, CLOBBER, CLOBBER, KA-BOOM! SEE THAT LITTLE DOT ON THE HORIZON THERE? THAT'D BE YOU)

THE DANGER WITH A BUMPER OR SHELL IS THAT YOU'LL SET UP A HIDEOUS RICOCHET. THAT MIGHT NOT TAKE YOU OUT OF THE GAME AS QUICKLY AS CLOBBERING A BOMB, BUT IT'S SURE TO KNOCK YOU FROM THE STAGE.

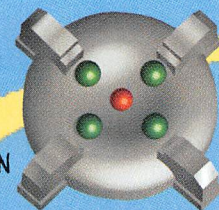
THROWN WEAPONS

WEAPONS SPECIFICALLY FOR THROWING INCLUDE THE MOTION SENSOR BOMB, THE BOB-OMB, THE BUMPER, AND THE TWO TYPES OF SHELLS (RED AND GREEN). EACH COMES IN HANDY IN CERTAIN SITUATIONS, BUT USING THEM PROPERLY—WITH THE EXCEPTION OF THE BOB-OMB—MAY STRETCH THE ABILITIES OF A NOVICE. IT'S VERY DIFFICULT TO THROW ANYTHING BUT THE BOB-OMB AND BE SURE YOUR OWN CHARACTER WON'T END UP TAKING DAMAGE.

BOMBS



THE BOB-OMB IS THE SIMPLEST BOMB TO USE; JUST TOSS IT AND ENJOY THE SHOW. THE MOTION SENSOR WORKS IN MUCH THE SAME WAY: IF YOU HUCK IT INTO A CROWD, IT'S LIKELY TO SET AND DETONATE VERY QUICKLY. HOWEVER, THERE'S ALWAYS THE DANGER YOU'LL SET IT OFF YOURSELF—EITHER YOU FORGET WHERE YOU THREW IT, OR YOU GET KNOCKED IN THAT DIRECTION. REMEMBER THAT IT IS BEST TO LURE AN OPPONENT INTO THE MOTION SENSOR'S VICINITY BEFORE YOU TOSS IT.

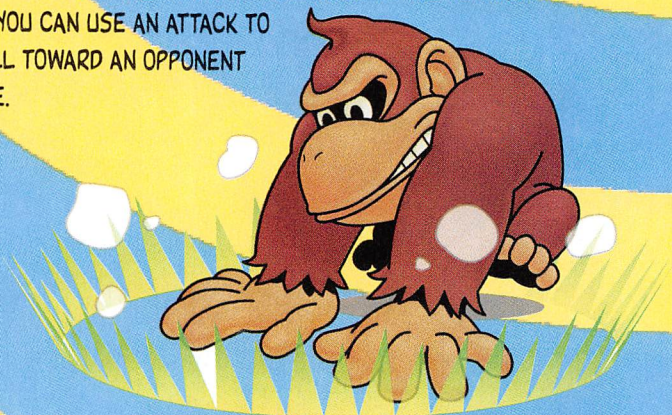
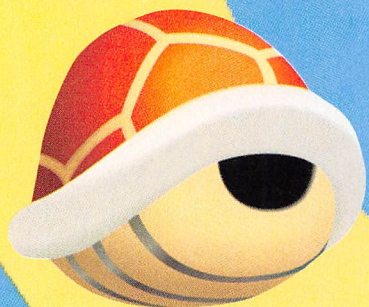


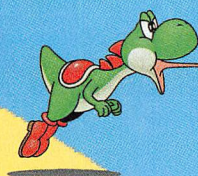
BUMPERS AND SHELLS

THERE'S AN ELEMENT OF RANDOMNESS TO TOSSING A BUMPER OR SHELL (FOR PRACTICAL PURPOSES, RED AND GREEN ARE IDENTICAL) THAT RESULTS IN UNWANTED CONSEQUENCES ABOUT HALF THE TIME. FAR TOO OFTEN YOU'LL TOSS THE BUMPER OR SHELL ONLY TO HAVE IT HURT YOUR TARGET A LITTLE BEFORE HEADING BACK TOWARD YOU ABOUT TWICE AS FAST. NOT GOOD.



THE KEY IS TO THROW A BUMPER OR SHELL FROM FAR ENOUGH THAT YOU CAN JUMP TO SAFETY BEFORE IT CATCHES YOU ON THE REBOUND. ONCE YOU'VE MASTERED GETTING OUT OF THE WAY, YOU CAN USE AN ATTACK TO KNOCK A BUMPER OR SHELL TOWARD AN OPPONENT FOR EVEN BETTER DAMAGE.





Introduction



HEALTH ITEMS

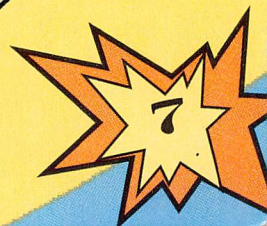
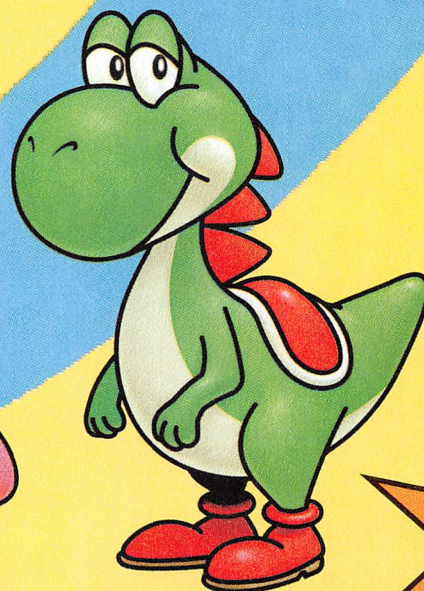
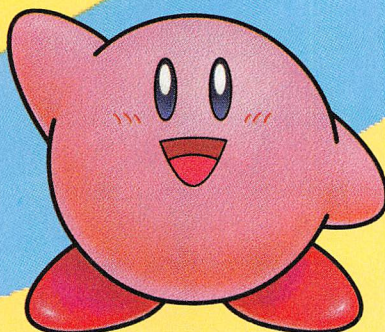
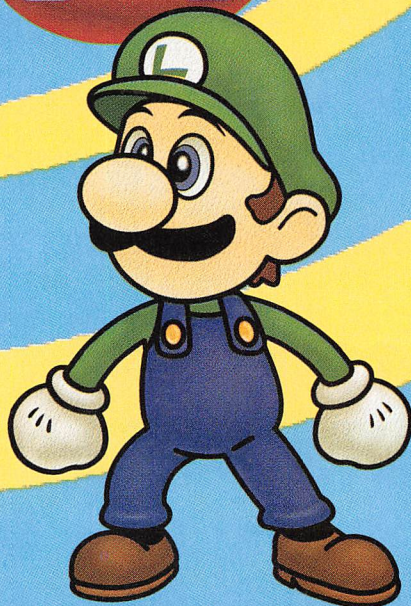
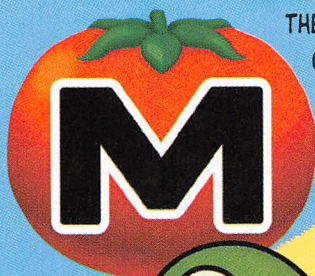
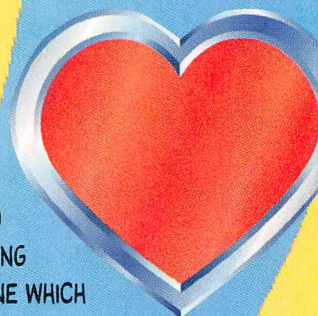
BECAUSE YOU MUST GET YOUR OPPONENT'S DAMAGE POTENTIAL UP OVER 100 PERCENT TO DELIVER A LIFE-THREATENING ATTACK, HEALTH ITEMS CAN EASILY SWING A MATCH ONE WAY OR THE OTHER. THEY RARELY APPEAR, AND IT'S ALMOST ALWAYS WORTHWHILE TO TRY AND PICK THEM UP: IF YOUR OWN HEALTH IS WANING, YOU NEED THE JUICE; IF YOUR OPPONENT IS ON THE ROPES, YOU DON'T WANT TO GIVE YOUR ENEMY A CHANCE TO CLIMB BACK IN.

HEALTH RECOVERY ITEMS

THE TWO ITEMS THAT ONLY RECOVER HEALTH ARE THE MAXIM TOMATO AND THE HEART CONTAINER. THE MAXIM TOMATO REMOVES 100 PERCENT OFF YOUR DAMAGE METER; THE HEART CONTAINER RETURNS DAMAGE TO ZERO, REGARDLESS OF HOW BADLY A CHARACTER WAS HURTING.

THE INVINCIBILITY STAR RENDERS YOUR CHARACTER INVULNERABLE. ITS DURATION IS BRIEF, AS YOU MIGHT EXPECT, AND YOU'LL STILL FALL INTO OBLIVION UNLESS YOU STAY ON THE STAGE. STILL, YOU'LL BE PLEASANTLY SURPRISED AT HOW MANY FOES WILL ATTACK YOU WHILE THE SPELL IS IN EFFECT—ESPECIALLY NONCOMPUTER FOES.

IN THE GENERAL MAYHEM OF A FOUR-PLAYER MATCH, IT'S PARTICULARLY HARD TO SEPARATE THE STAR EFFECT FROM ALL THE OTHER PYROTECHNICS. THE BEST TIP-OFF IS THE AUDIO CUE—A FAMILIAR TUNE SIMILAR TO WHAT YOU HEAR WHEN YOU PICK UP THE CLOBBERING HAMMER. ONCE YOU'VE HEARD IT A COUPLE OF TIMES, YOU'LL PRUDENTLY DETERMINE WHICH CHARACTER IS SPARKLING WITH STAR POWER AND EVADE. IF YOU PLAY HARD-TO-GET, A STAR-POWERED CHARACTER USUALLY WILL SEEK AN EASIER TARGET TO POUND ON.



SINGLE-PLAYER AND TRAINING MODES

AT ITS HEART, *SUPER SMASH BROS.* IS A MULTIPLAYER GAME. ITS TRAINING AND SINGLE-PLAYER MODES ARE USEFUL AND ENTERTAINING, RESPECTIVELY, BUT WE WON'T DWELL ON THEM LONG. EXPOUNDING TOO MUCH ON STRATEGY IN THE CONTEXT OF THE SINGLE-PLAYER GAME WOULD BE A DISSERVICE, FOR REASONS THAT BECOME OBVIOUS AS YOU PLAY.

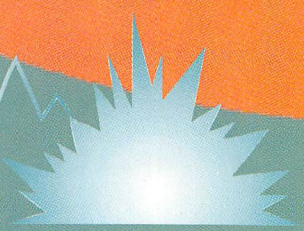
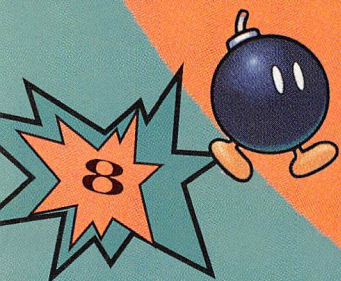
YOU CAN BE REASONABLY GOOD AT THE SINGLE-PLAYER GAME AND STILL GET SNUFFED READILY BY AN EXPERIENCED MULTIPLAYER FOE. USE GOOD MULTIPLAYER TACTICS, HOWEVER, AND YOU'LL DOMINATE SINGLE-PLAYER MODE. THAT'S BECAUSE, FOR THE SINGLE-PLAYER GAME TO PROGRESS FROM EASY MATCHES TO HARD ONES, EACH OPPONENT'S ARTIFICIAL INTELLIGENCE (AI) IS SKEWED UNTIL IT NO LONGER REPRESENTS WHAT YOU'LL FACE IN MULTIPLAYER.

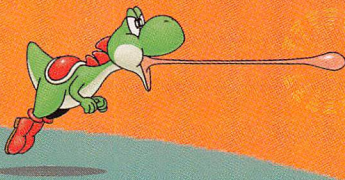


DON'T READ TOO MUCH INTO THE RELATIVE ABILITIES OF ENEMIES IN SINGLE-PLAYER MODE. THE AI OF THE FIRST FEW CAN GIVE YOU THE WRONG IMPRESSION.

IF YOU USE SINGLE-PLAYER MODE TO GAUGE YOUR OPPONENTS' ABILITIES, YOU'LL ONLY GET WHIPPED WHEN YOU TRY AND PLAY A MULTIPLAYER MATCH AGAINST THE SAME OPPONENT WITH THE AI DIALED UP—OR AGAINST A HUMAN OPPONENT EXPERIENCED WITH THAT ASPECT OF THE GAME. YOU'LL ASSUME LINK AND YOSHI ARE PUSHOVERS, FOR EXAMPLE, WHEN NOTHING COULD BE FURTHER FROM THE TRUTH.

LET'S TAKE A QUICK LOOK AT MODES OTHER THAN MULTIPLAYER, AND WHAT THEY'LL GIVE YOU IN GENERAL KNOWLEDGE AND EXPERIENCE. ACCOMPLISHING CERTAIN THINGS IN SINGLE-PLAYER ALLOWS YOU TO UNLOCK HIDDEN CHARACTERS AND A HIDDEN STAGE. THAT'S THE MOST PRACTICAL REASON TO PLAY A LOT OF SINGLE-PLAYER *SUPER SMASH BROS.* (FOR DETAILS ON SPECIFIC UNLOCKING GOALS, CHECK OUT "HIDDEN CHARACTERS AND HIDDEN STAGES.")





Single-Player and Training Modes

TRAINING MODE

TRAINING MODE IS OF UTMOST IMPORTANCE TO THE NOVICE, BECAUSE IT ALLOWS YOU TO CREATE AND EXPERIMENT WITH VARIOUS SITUATIONS. OPPONENTS IN THE TRAINING MODE ARE SECONDARY; YOU'RE USUALLY INTERESTED MORE IN WHAT YOUR OWN CHARACTER IS DOING THAN IN WAGING A FAIR FIGHT AGAINST AN ENEMY.

ON THE LEFT SIDE OF THE TRAINING SCREEN ARE TWO IMPORTANT METERS, ONE FOR DAMAGE AND ONE THAT TRACKS YOUR "COMBOS."

EXPERIMENT WITH EACH OF YOUR CHARACTER'S SPECIAL ATTACKS—THE **@** ATTACKS—TO SEE WHICH IS MOST EFFECTIVE FOR SCORING A NUMBER OF HITS. THEN CHECK THE DAMAGE METER TO SEE HOW MUCH DAMAGE YOU'VE INFLICTED. FOR MANY CHARACTERS, THE **@**, **↑** ATTACK HAS THE MOST COMBO POTENTIAL, BECAUSE IT USUALLY GETS YOUR ENEMY UP IN THE AIR. (FOR SPECIFIC RECOMMENDATIONS FOR EACH CHARACTER, SEE "CHARACTERS AND BONUS LEVELS.")

TRAINING MODE OPTIONS

YOU CAN ADJUST VARIOUS TRAINING MODE CONDITIONS TO PRACTICE DIFFERENT ATTACKS AGAINST AN OPPONENT WHO BEHAVES IN A SPECIFIC WAY. PRESS **(START)** IN TRAINING MODE TO ACCESS A CUSTOMIZABLE SCREEN.



CP

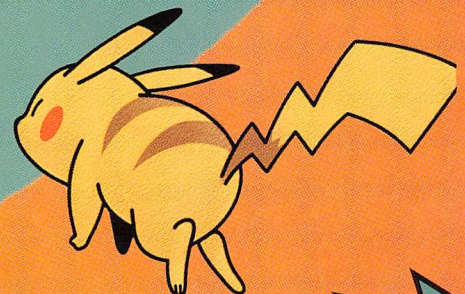
THE CP SETTING CONTROLS THE WAY THE COMPUTER PLAYER BEHAVES DURING TRAINING. OPTIONS INCLUDE STAND, WALK, EVADE, JUMP, AND ATTACK. AT FIRST, YOU PROBABLY WON'T CARE MUCH WHAT YOUR OPPONENT IS UP TO; EXCEPT FOR THE ATTACK OPTION, THERE'S NO NEED FOR YOU TO INTERACT WITH THE OTHER CHARACTER AT ALL. AS YOU GET A FEEL FOR YOUR FIGHTER, USE JUMP AND EVADE TO TRY OUT DIFFERENT ATTACK FORMS—STILL WITHOUT WORRYING ABOUT COUNTERATTACK.

ITEM

THE ITEM CONTROL OFFERS LISTS OF AVAILABLE ITEMS—WEAPONS AND SUCH—THAT, WHEN SELECTED, WILL DROP ONTO THE STAGE FOR YOU TO PLAY WITH. CHECK THE WEAPONS IN A GENERAL WAY, AND PAY ATTENTION TO BIG-TICKET ITEMS WITH SMASH POTENTIAL (BEAM SWORD, HOME RUN BAT, AND STAR ROD). NOTE THE TINY BIT OF WIND-UP INVOLVED IN DELIVERING A SMASHING BLOW, AS OPPOSED TO THE QUICKER, BUT LESS DAMAGING, STANDARD ATTACK FORM. THIS ISN'T A BIG DEAL MOST OF THE TIME, BUT AN EXPERIENCED PLAYER PROBABLY WON'T JUST STAND THERE WHILE YOU TEE OFF. YOU'LL PROBABLY HAVE TO SOFTEN UP AN ENEMY—GET HIM OR HER ON THE DEFENSIVE—TO CREATE AN OPENING FOR A BIG HIT.



TRAINING MODE LETS YOU TEST ATTACKS AND MOVEMENTS AGAINST EASY TARGETS.



SPEED

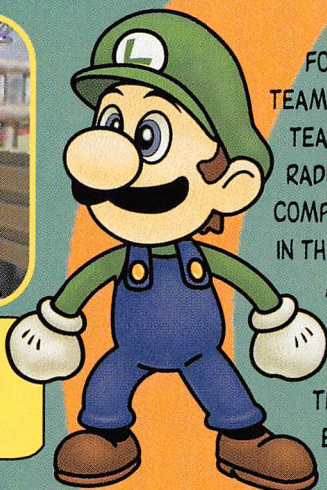
THE SPEED CONTROL LETS YOU SLOW THE ACTION TO AS LITTLE AS ONE-QUARTER ACTUAL GAME SPEED. THAT CAN BE COOL TO LOOK AT, BUT DON'T SPEND A LOT OF TIME PLAYING THAT WAY. TIMING IS KEY, SO IT'S BEST TO PRACTICE AT NORMAL SPEED.

SINGLE-PLAYER MODE

SINGLE-PLAYER *SUPER SMASH BROS.* IS A SERIES OF INCREASINGLY DIFFICULT BATTLES CULMINATING IN A SHOWDOWN WITH THE OMINOUS MASTER HAND. EACH CHARACTER'S TWO UNIQUE BONUS LEVELS—AS WELL AS A THIRD BONUS-LIKE STAGE—ARE THROWN INTO THE MIX. THE FOES YOU FACE VARY SLIGHTLY DEPENDING ON YOUR OWN CHARACTER, JUST TO KEEP GAMEPLAY BALANCED AND AFFORD SINGLE-PLAYER MODE SOME REPLAYABILITY.



THE MARIO BROTHERS MAKE A FORMIDABLE DOUBLE TEAM. DON'T LET YOUR PARTNER DO ALL THE WORK.

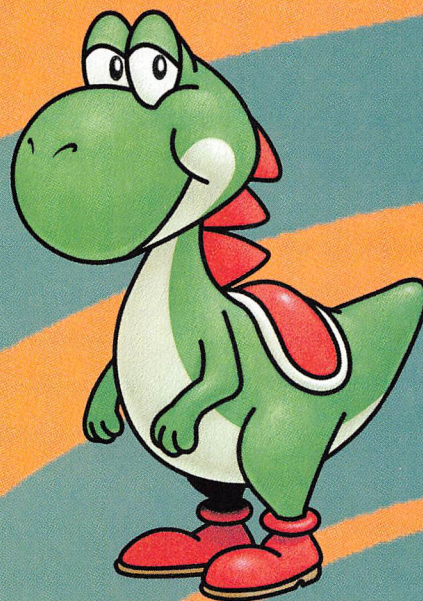


FOR EXAMPLE, CHARACTERS ARE PAIRED WITH A VARIETY OF TEAMMATES WHEN THEY FIGHT AGAINST THE MARIO BROTHERS TEAM. THUS, IT ISN'T PRUDENT TO CHANGE YOUR FIGHTING STYLE RADICALLY TO ACCOMMODATE A TEMPORARY TEAMMATE. THE COMPUTER WON'T LET YOU LEAN TOO HEAVILY ON YOUR NEW FRIEND. IN THIS EXAMPLE, HANGING BACK SEEMS ACTUALLY TO MAKE THE MARIO BROTHERS MORE AGGRESSIVE.

THE MORAL HERE WILL SERVE YOU WELL IN THE SINGLE-PLAYER GAME: WITH FEW EXCEPTIONS, YOU MUST BE THE AGGRESSOR. IF YOU DON'T TAKE THE INITIATIVE, SOMEONE ELSE WILL. THAT'S RARELY A GOOD THING.

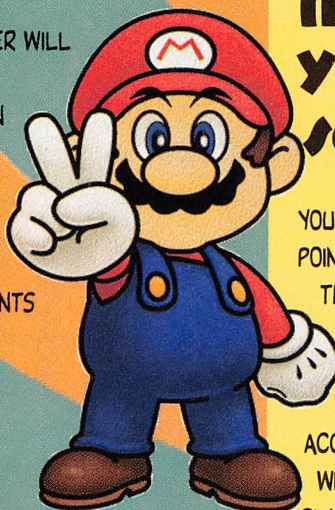
AGAIN, YOU'LL FIND THE TACTICS THAT SERVE YOU BEST IN MULTIPLAYER WILL HOLD UP WELL IN THE SINGLE-PLAYER GAME. REFER TO "CHARACTERS AND BONUS LEVELS" IF YOU STILL DON'T HAVE A FIRM HANDLE ON YOUR CHOSEN FIGHTER. YOU MUST BE FAIRLY COMFORTABLE WITH YOUR CHARACTER TO SURVIVE FOR THE SHOWDOWN, AND YOU MUST PRACTICE THE BONUS LEVELS BEFORE YOU CAN EXPECT A HIGH SCORE.

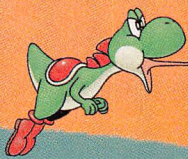
THE AFOREMENTIONED EXCEPTIONS TO THE RULE ARE COVERED HERE—THE TACTICS UNIQUE TO SINGLE-PLAYER MODE, CONCERNING OPPONENTS YOU FACE NOWHERE ELSE.



INCREASING YOUR HIGH SCORE

YOU CAN ACCUMULATE NUMEROUS POINT BONUSES AS YOU ADVANCE THROUGH THE SINGLE-PLAYER GAME, BOTH WITHIN EACH MATCH AND AS REWARDS FOR GAME-LENGTH ACCOMPLISHMENTS, ESPECIALLY WITH REGARD TO THE SINGLE-PLAYER DIFFICULTY SETTING. "SINGLE-PLAYER BONUSES" PROVIDES A COMPLETE RUN DOWN OF AVAILABLE BONUS POINTS.





Single-Player and Training Modes

BIG PUNCHES OF FOES

WHETHER YOU'RE FIGHTING A FLOCK OF YOSHIS OR KIRBYS, OR THE RELENTLESS POLYGON TEAM TOWARD THE END OF THE SINGLE-PLAYER GAME, YOU MAY BE PLEASANTLY SURPRISED AT THE EASE WITH WHICH YOU CAN OVERCOME A HERD OF FOES.

THIS IS ONE OF THOSE EXCEPTIONS TO THE RULE WHERE AGGRESSION ISN'T A NECESSITY: THE GANG DEFINITELY WILL COME TO YOU. STAY IN THE RELATIVELY SECURE CENTER AREA OF THE STAGE, MOVING BACK AND FORTH ONLY TO BASH FOES NEAR THE STAGE EDGE OR TO AVOID NASTY OVERHEAD ATTACKS. THE LAST FEW FIGHTERS IN A GROUP TEND TO GROW MORE CAUTIOUS, SO DON'T LET THEM STALL YOU UNTIL THE TIMER BECOMES A FACTOR.



CLEARING STAGES OF MULTIPLE FOES GOES MUCH QUICKER WHEN YOU'RE HOLDING A WEAPON.



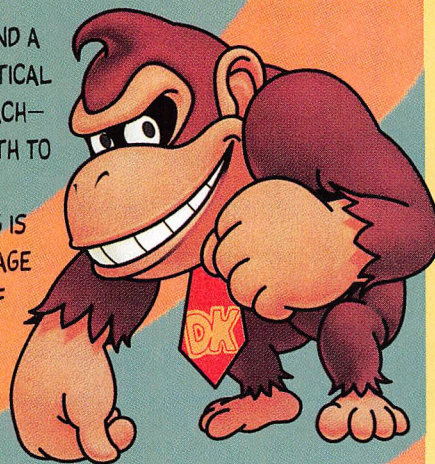
DON'T LET THOSE YOSHIS ARM THEMSELVES HEAVILY.

TRY TO KEEP ANY OF THE GROUP FROM PICKING UP A RANDOMLY FALLING WEAPON. YOU CAN ENDURE A FEW LUCKY SHOTS FROM UNARMED OPPONENTS, BUT YOU'D REALLY RATHER NOT HAVE YOSHI HACKING AT YOU WITH A BEAM SWORD IF YOU CAN AVOID IT. YOU CAN LET YOUR OPPONENTS BREAK OPEN ANY CARRIER THAT FALLS—AS LONG AS THEY DON'T USE YOUR HEAD AS AN OPENER; JUST BE READY TO JUMP OVER AND GRAB WHATEVER POPS OUT. IF YOU'RE REALLY MOWING THROUGH A PACK OF FOES, THE GAME SEEMS TO DROP WEAPONS AS "EQUALIZERS," BUT YOU CAN ALWAYS USE THAT WEAPON TO FINISH OFF A MATCH IN RECORD TIME RATHER THAN LET YOUR ENEMIES RALLY BEHIND IT.

GIANT DONKEY KONG

SINGLE-PLAYER MODE'S FIRST SERIOUS TEST PITS YOU AND A FRIEND AGAINST A KING-SIZED VERSION OF KONG. IN PRACTICAL TERMS, THIS MEANS THE BEAST HAS AN INCREASED REACH—BOTH OVERHEAD AND SIDE-TO-SIDE—AND EXTRA STRENGTH TO MATCH HIS IMPRESSIVE STATURE.

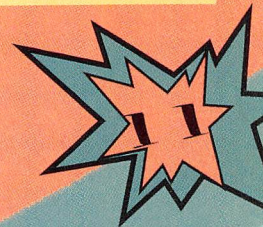
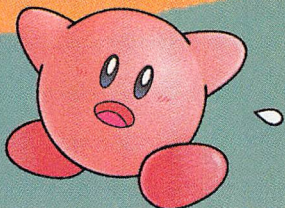
FORTUNATELY, THE LARGER-THAN-LIFE DONKEY KONG IS ONLY SLIGHTLY MORE ADEPT AT GETTING BACK ON HIS STAGE THAN THE REGULAR VERSION: THAT IS, NOT VERY. SURE, IF YOU LEAVE HIM ALONE HE'LL SPIN BACK UP WITH RELATIVE EASE, BUT IT'S BEST IF YOU CAN MANAGE TO KNOCK HIM OFF AND THEN GUARD THAT EDGE OF THE STAGE—PERHAPS USING A DISTANCE ATTACK TO TRY AND BREAK HIM OUT OF HIS RECOVERY SPIN OR LEAPING UP TO ATTACK HIM FROM ABOVE.



THE SHORT WAY DOWN

FIGHTING BOTH GIANT DONKEY KONG AND METAL MARIO ADDS AN INTERESTING NUANCE YOU SHOULD BE AWARE OF: THE PLAYING AREA IS MUCH SHORTER GOING DOWN THAN GOING UP. IN PRACTICAL TERMS, THAT MEANS YOU COULD TRADE LETHAL BLOWS WITH AN OPPONENT AND STILL WIN THE MATCH—AS LONG AS THE ENEMY ENDS UP HEADED DOWN AND YOUR CHARACTER HEADED UP.

CONSIDER HOW LONG IT TAKES A CHARACTER TO VANISH ON THE HORIZON AFTER RECEIVING A MIGHTY BLOW. THE CHARACTER MAY BE HEADED TOWARD CERTAIN DOOM, BUT IT CAN TAKE AS LONG AS FIVE SECONDS FOR THE GAME TO END THAT LIFE. IF SOMEONE'S THROWN OR KNOCKED DOWNWARD, HOWEVER, THAT LIFE ENDS ALMOST IMMEDIATELY. THIS IS POINTED OUT IN THE CONTEXT OF THE GIANT DK AND METAL MARIO, WHO BOTH TEND TO DROP LIKE A SACK FULL OF ROCKS. BUT IN ANY MOMENT OF DESPERATION—YOUR DAMAGE NUMBER IS UP OVER 100, SAY, AND YOUR FOE (SOMEHOW) IS STILL FRESH—A LITTLE BRAVERY AND A CALCULATED RISK MIGHT JUST HELP YOU PULL OFF A STUNNING COMEBACK.



METAL MARIO

SHORTLY BEFORE YOU REACH MASTER HAND AT THE END OF THE SINGLE-PLAYER GAME, YOU SQUARE OFF AGAINST METAL MARIO—BASICALLY, A TOUGHER VERSION OF THE ORIGINAL CHARACTER, À LA GIANT DK. HE'S STRONGER AND FASTER THAN HIS NAMESAKE IN TERMS OF ATTACK SPEED, BUT HE'S NOT PARTICULARLY LIGHT-FOOTED. THERE ARE APPROACHES HERE—A CAREFUL, METICULOUS ONE AND A SOMEWHAT RISKY TACTIC THAT AFFORDS AN OPPORTUNITY FOR A QUICK DEFEAT WHEN THE BATTLE IS GOING BADLY.



USE ANY MEANS YOU POSSESS TO CHIP AWAY AT THE GLEAMING BRUTE.

THE SPOILER IS AN INTERESTING EXPLOITATION OF METAL MARIO'S INCREASED TONNAGE. AGAIN, IT'S NOT WITHOUT RISK, BUT THAT JUST MAKES IT ALL THE SWEETER WHEN YOU PULL IT OFF.

HERE'S THE DEAL: AS LONG AS YOUR DAMAGE NUMBER ISN'T OBSCENELY HIGH, METAL MARIO TENDS TO GO WITH THE MARIO TORNADO AT CLOSE QUARTERS, PARTICULARLY IF YOUR CHARACTER IS ON THE GROUND WHEN HE ATTACKS.

WITH THAT IN MIND, STAND NEAR THE EDGE OF THE STAGE—NOT TEETERING RECKLESSLY—AND LET MARIO CLOSE THE GAP. IF ALL GOES WELL, METAL MARIO WILL GO INTO HIS MARIO TORNADO AS HE MAKES CONTACT, SMACKING YOU REPEATEDLY AND PUSHING YOU BOTH TOWARD THE EDGE OF THE STAGE.



DARE YOU LET METAL MARIO COMBO UP ON YOU NEAR THE EDGE OF THE STAGE? PERHAPS.



IF YOU CAN GOAD METAL MARIO INTO HIS TORNADO NEAR THE EDGE OF THE STAGE, THERE'S A DECENT CHANCE HE'LL DO HIMSELF IN ... OR, RATHER, DOWN.

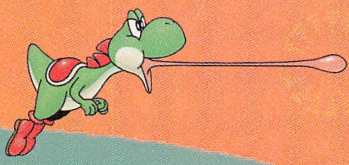


GIVEN METAL MARIO'S IMPRESSIVE STRENGTH AND SPEED, A DIRECT ASSAULT IS A RISKY PROPOSITION.



EVEN WHEN SCORING GOOD AGAINST METAL MARIO, BE READY TO BACK OFF OR RAISE YOUR SHIELD AT ANY TIME.

BECAUSE THE MARIO TORNADO IS A **B, ↓** ATTACK, METAL MARIO WILL DROP LIKE A LEAD WEIGHT AS SOON AS HIS FEET CLEAR THE STAGE. OF COURSE, YOU'RE LIKELY TO GO SAILING YOURSELF, BUT IN SOME DIRECTION OTHER THAN STRAIGHT DOWN, WHERE METAL MARIO IS HEADED. EVEN IF HE UNLOADS ON YOU AT THE LAST MOMENT, HE'LL BE DEAD LONG BEFORE YOU WILL, AND AS SOON AS HE DIES THE MATCH IS OVER!



Single-Player and Training Modes

MASTER HAND

SINGLE-PLAYER'S FINAL SHOWDOWN IS A FIGHT WITH MASTER HAND, THE LARGE WHITE GLOVE THAT PLUCKS A CONTESTANT FROM THE TOY CHEST AS THE GAME BEGINS.

AS BEFITS A BOSS, MASTER HAND IS A TOUGH CUSTOMER, MOSTLY BECAUSE IT REMAINS AIRBORNE THE ENTIRE TIME AND LAUNCHES MANY OF ITS ATTACKS WITH LITTLE OR NO WARNING.



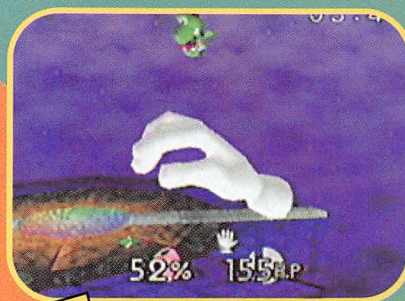
THOSE TWINKLING FINGERS SIGNAL AN IMPENDING FIREBALL ATTACK.



IF YOU'RE CHANGING ELEVATION AS FIREBALLS ERUPT FROM THE GLOVE, YOU CAN USUALLY AVOID TAKING DAMAGE.

MASTER HAND USUALLY BEGINS EACH MATCH BY SHOOTING A FEW FIREBALLS FROM ITS FINGERTIPS. THE GOOD NEWS IS THE HAND TELEGRAPHS THAT ATTACK BY PAUSING IN MIDAIR—AT THE SAME RELATIVE HEIGHT AS YOUR CHARACTER—AND RUBBING TWO FINGERS TOGETHER: LET IT RUB ITS FINGERS, AND THEN GET UP IN THE AIR. AS LONG AS YOU'RE CHANGING ELEVATION AS THE FIREBALLS ISSUE FORTH, THE CHANCES OF GETTING HIT ARE SMALL.

THE HAND IS CAPABLE OF SOME VERY DAMAGING COMBOS. MOST INVOLVE PINNING YOUR FIGHTER TO THE GROUND AND KIND OF *GRINDING* ON HIM OR HER. THAT HURTS, BUT USUALLY IT DOESN'T SEND YOU FLYING OFF THE STAGE. IN AN EFFORT TO KNOCK YOU OFF, MASTER HAND WILL BACK OFF A WAYS—THE CAMERA ANGLE WIDENS AS THE GLOVE MOVES OFFSTAGE—AND THEN SWIPE ACROSS THE ENTIRE BATTLE AREA. AGAIN, GETTING AIRBORNE IS THE BEST WAY TO AVOID GETTING FULLY SWIPE, BUT *DON'T JUMP TOO SOON*.



TRY TO KEEP AIRBORNE WHEN THE MASTER HAND SWOOPS DOWN TO ABUSE YOU.

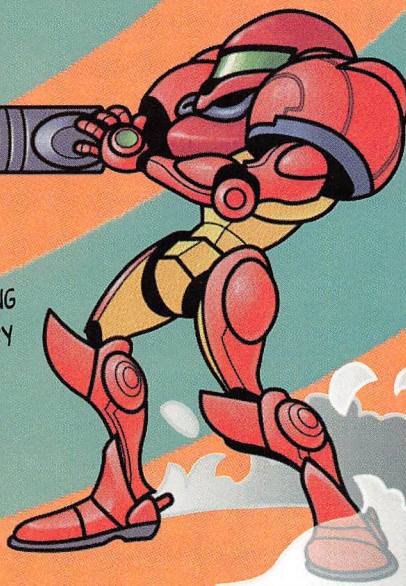
TO COMBAT THE HAND, YOU MUST BE ADEPT AT KEEPING YOUR CHARACTER ALOFT—GENERALLY THE BEST WAY TO AVOID THE HAND'S MOST DAMAGING ATTACK FORMS.



SHOULD THE MASTER GET ITS HAND ON YOU, AT LEAST MAKE SURE YOU GET IN SOME ATTACKS OF YOUR OWN.



YOU'LL PROBABLY HAVE TO SEE THE SWIPE MOVE ONCE OR TWICE TO GET THE TIMING DOWN. THE HAND MOVES QUICKLY ONCE IT BEGINS, BY THAT TIME, YOU MUST BE HEADED *UP*, BUT DON'T JUMP SO SOON THAT THE HAND CAN HIT YOU FULL-FORCE WHILE YOU'RE IN MIDAIR. THE IDEA IS TO GET ABOVE THE SWIPE, OR, AT WORST, SUFFER ONLY A GLANCING BLOW.

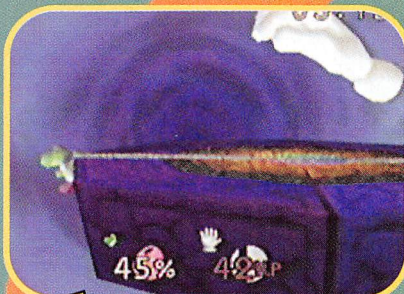




ONCE YOU'VE DONE SOME SIGNIFICANT DAMAGE, THE MASTER HAND WILL APPEAR TO RUN AND HIDE. LOOK UP: IT'S ABOVE YOU.



JUMP UPWARD THROUGH THE GRINDING GLOVE, AND THEN APPLY A STRONG DOWNWARD ATTACK.



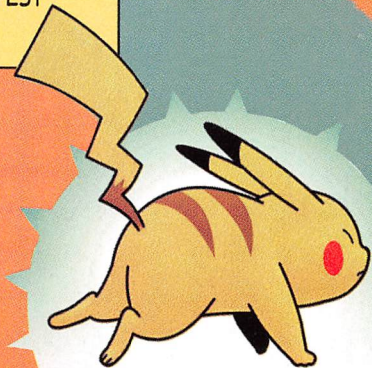
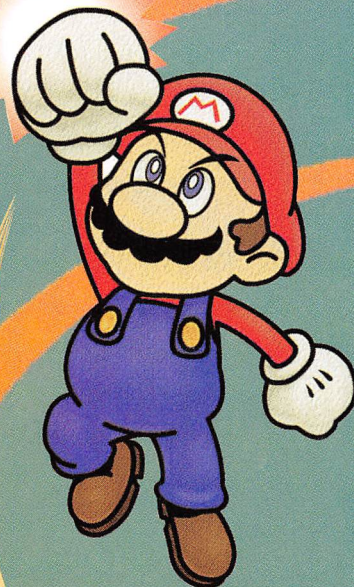
THE BATTLE IS LIKELY TO BE LONG, BECAUSE YOU MUST RELIEVE THE HAND OF 300 HIT POINTS. HANG IN THERE!

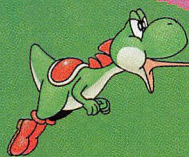


STRIKING THE MASTER HAND ON ITS EXPOSED BACKSIDE IS THE SAFEST WAY TO DO SERIOUS DAMAGE.

WHEN IT COMES TO ATTACKING MASTER HAND—AND YOU MUST, *REPEATEDLY*, TO CHIP AWAY AT ITS IMPRESSIVE HIT POINT TOTAL—THE BEST ATTACKS ARE THOSE YOU CAN INITIATE FROM MIDAIR, STRIKING DOWNWARD. THE BACK OF THE HAND IS ITS SOFT SPOT, THE ONE AREA YOU SHOULD BE ABLE TO ATTACK WITHOUT RISKING ABUSE IN RETURN.

OF COURSE, YOU CAN'T SUFFER MASTER HAND'S INDIGNITIES INDEFINITELY: WHEN THE ATTACK FORM IS ANYTHING OTHER THAN THAT KILLER SWIPE, IT TENDS TO STAY IN ONE PLACE FOR A WHILE. IF YOU CAN JUMP ABOVE—OR FIGHT UP THROUGH—THE BOSS'S ATTEMPTS TO SQUISH OR SMOTHER YOU, YOU CAN PERFORM YOUR **B, ↓** ATTACK AND BE PRETTY SURE THE HAND WILL SUFFER.





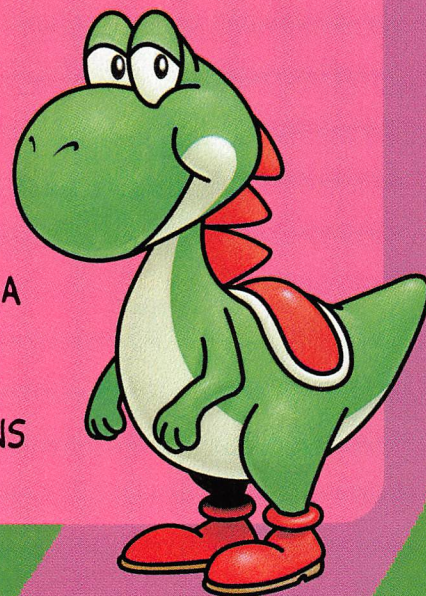
CHARACTERS AND BONUS LEVELS

AS WE'VE POINTED OUT ELSEWHERE, *SUPER SMASH BROS.* IS ENJOYABLE REGARDLESS OF YOUR LEVEL OF EXPERTISE. BUT FOR SOME PLAYERS, ENJOYMENT AND A THOROUGH UNDERSTANDING OF THE GAME GO HAND-IN-HAND, AND THAT'S WHERE THIS PART OF THE BOOK COMES IN. UNDERSTANDING AND EXPLOITING EACH CHARACTER'S NUANCES IS KEY TO ELEVATING YOUR LEVEL OF PLAY.

THE FOLLOWING SECTIONS EXAMINE EACH GAME CHARACTER'S STRENGTHS AND WEAKNESSES, AND INCLUDE RECOMMENDATIONS REGARDING UNIQUE ABILITIES—ⓑ ATTACKS—AND STANDARD ATTACK FORMS.

THE *SUPER SMASH BROS.* CONTROL SCHEME IS SIMPLE BY DESIGN. EACH CHARACTER RESPONDS TO MOVEMENT AND ATTACK COMMANDS IN THE SAME GENERAL WAY; IT'S THE ACTUAL FORM THAT VARIES.

FIRST, WE CONSIDER MOVEMENT AND FIGHTING CONTROLS IN A GENERAL WAY, JUST IN CASE SOME OF THE SIMPLER CONCEPTS SLIPPED BENEATH YOUR PERSONAL RADAR. EXCEPTIONS TO THE FOLLOWING GENERALIZATIONS ARE POINTED OUT IN THE SECTIONS ON INDIVIDUAL CHARACTERS.



FIGHTER MOVEMENT

ON THE GROUND, THE MOVEMENT SCHEME FOR ALL GAME CHARACTERS IS PRETTY SIMILAR.

WALKING AND RUNNING

HOLDING THE CONTROL STICK TO EITHER SIDE CAUSES A CHARACTER TO WALK IN THAT DIRECTION. TAPPING THE CONTROL STICK QUICKLY TO EITHER SIDE CAUSES THE CHARACTER TO RUN. THE STAGES ARE SMALL, BUT THERE ARE OFTEN GOOD REASONS TO RUN. NO ONE WANTS TO BE A SITTING DUCK, AND YOU'LL SOON DISCOVER THAT THE CHARACTERS WALK AT PLODDING PACE, ESPECIALLY GIVEN THE OVERALL FRENZY ON A CROWDED BATTLEFIELD.



SUPER SMASH BROS. IS A GAME OF RAPID MOVEMENTS AND QUICK DECISIONS. GET A MOVE ON!

ASIDE FROM RUNNING'S EVASIVE BENEFITS, MOVE QUICKLY TO ACQUIRE POWER-UPS BEFORE ENEMIES CAN REACH THEM, AND PRIOR TO INITIATING SOME ATTACK FORMS: THE STANDARD **Ⓢ** ATTACK FORMS EXECUTE DIFFERENTLY WHEN YOU PERFORM THEM AT A RUN, AND STRIKE FOR BETTER DAMAGE AND WITH GREATER MOMENTUM.

JUMPING

SUPER SMASH BROS. PUTS A PREMIUM ON ATTACKS EXECUTED IN MIDAIR, OFTEN ALLOWING A FIGHTER TO PERFORM COMBINATIONS EXCLUSIVE TO STRIKING AN AIRBORNE TARGET. FOR THAT REASON ALONE YOU MUST BECOME COMFORTABLE BOUNCING AROUND ABOVE THE STAGE. JUMPING IS ALSO PERHAPS THE GAME'S PUREST FORM OF DEFENSE.

BECAUSE THE OBJECT OF THE GAME IS TO KNOCK OPPONENTS FROM EACH STAGE INTO THE ABYSS, YOU'LL GET KNOCKED OFFSTAGE FAIRLY OFTEN. WHEN YOU DO, ONLY YOUR MASTERY OF THE JUMP IS LIKELY TO SAVE YOU.

FOR STARTERS, USE **Ⓢ** TO JUMP. YOU CAN JUMP USING THE CONTROL STICK, BUT THE TIMING SKILLS YOU NEED FOR THAT TECHNIQUE CAN LEAD TO UNWANTED MOVEMENTS, ESPECIALLY IN BONUS LEVELS.



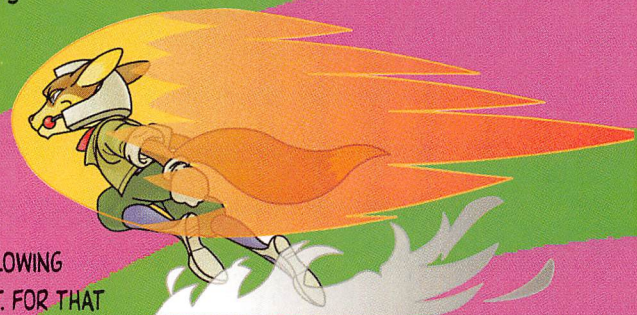
TIP!

One nifty trick every fighter can perform is to pass directly downward through a floor or walkway. Just tap the Control Stick downward, and your character will execute a little roll and drop quickly to the level below.

IF YOU USE THE CONTROL STICK TO JUMP, THE GAME OCCASIONALLY WILL

INTERPRET YOUR **Ⓢ**, **Ⓢ** ATTACK FORM AS AN ATTEMPT TO JUMP UPWARD. BECAUSE MOST CHARACTERS CAN PERFORM ONLY ONE MIDAIR JUMP, THAT MISINTERPRETATION CAN BE CATASTROPHIC IF YOU HAPPEN TO BE HOVERING OVER OBLIVION, TRYING TO GET BACK TO A STAGE, OR TOWARD A BONUS-LEVEL TARGET OR PLATFORM. THE GAME WILL THINK YOU'RE TRYING TO JUMP PAST THE CHARACTER'S LIMIT, AND SO WILL ALLOW NO ACTION AT ALL. IN THE SPLIT-SECOND IT TAKES YOU TO REALIZE WHAT'S GOING ON, YOU GO INTO FREEFALL. NOT GOOD.

IF YOU WORK ON THE TIMING OF THE **Ⓢ**, **Ⓢ** ATTACK FORM AND KEEP IT SEPARATE FROM YOUR JUMP IN TERMS OF CONTROLLER COMMANDS, YOU'LL HAVE GREATER SUCCESS.

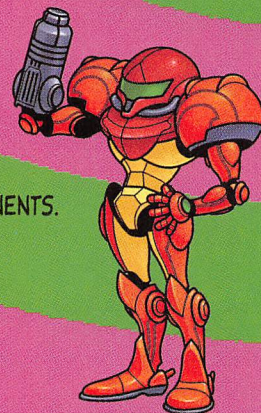


YOUR FIGHTER IS LIKELY TO GET KNOCKED OFFSTAGE IN ANY MATCH, AND ONLY YOUR JUMPING ABILITY WILL GET YOU BACK ON.

REGAINING THE STAGE

ONCE YOU'VE BEEN KNOCKED CLEAR OF SOLID GROUND—ALARMINGLY OFTEN, YOU'LL FIND—YOU MUST GET YOUR FIGHTER BACK ONSTAGE OR LOSE YOUR CHARACTER. GETTING BACK TO THE STAGE IS ONE OF THE GAME'S TRICKIEST FEATS, SO DOING IT WELL CAN SET YOU APART FROM YOUR COMPETITION, ESPECIALLY HUMAN OPPONENTS.

THE KEY IS TO COMBINE BOTH YOUR MIDAIR JUMP AND, IN MOST CASES, YOUR **Ⓢ**, **Ⓢ** ATTACK. THE STRONG UPWARD SURGE OF THE ATTACK IS, IN ESSENCE, A SECOND MIDAIR JUMP.





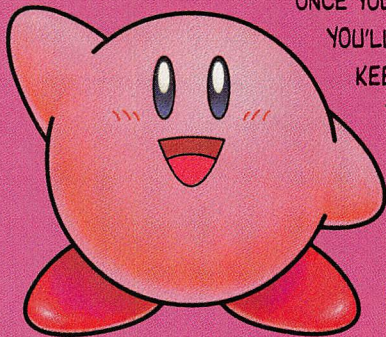
Characters & Bonus Levels

IF YOU HAVEN'T BEEN KNOCKED ENTIRELY OUT OF VIEW—WHEN YOUR CHARACTER BECOMES VISIBLE IN A SMALL, CIRCULAR, "OFFSTAGE" WINDOW—GETTING BACK IS CERTAINLY SIMPLER THAN IF YOU'RE TESTING THE OUTER LIMITS. BUT THE IDEA IS THE SAME: YOU HAVE ONE MIDAIR JUMP AND THAT **B**, **↑** ATTACK TO GET YOU TO SAFETY.

FIRST, JUDGE YOUR HEIGHT RELATIVE TO THE LOWEST POINT OF THE STAGE. ALTITUDE IS A GOOD THING, ESPECIALLY IF YOU'VE BEEN WHACKED A WAYS. ONCE YOUR CHARACTER RECOVERS FROM THE BLOW, FALL TOWARD THE STAGE, BUT DON'T ANGLE DOWN WITH THE CONTROL STICK UNLESS YOU'RE VERY HIGH ABOVE IT. ANGLING THE CONTROL STICK DOWN JUST ACCELERATES THE FALL, AND YOU WANT TO KEEP AS MUCH ALTITUDE AS POSSIBLE.



WHEN YOU GET SMACKED ENTIRELY OFF-SCREEN, YOU'LL PROBABLY HAVE TO USE YOUR JUMP ABILITY AND YOUR **B**, **↑** ATTACK TO RETURN TO THE FRAY.



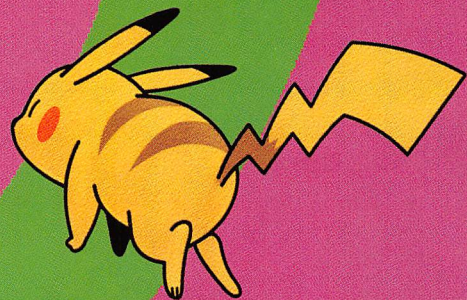
ONCE YOUR FIGHTER IS VISIBLE ONSCREEN, ODDS ARE GOOD YOU'LL MAKE IT BACK TO THE STAGE, AS LONG AS YOU KEEP COOL. IF YOUR FALL WILL LEAVE YOU SHY OF

THE STAGE, USE THE **C** JUMP TO REGAIN SOME ALTITUDE. AT THE APEX OF THAT LEAP, EXECUTE THE **B**, **↑** MOVE, ANGLING TOWARD THE STAGE. IF YOU DON'T LAND FLAT-FOOTED, YOU SHOULD AT LEAST BE ABLE TO CLING TO THE EDGE AND PULL YOURSELF UP.

BASIC FIGHTING MOVES

EACH FIGHTER PERFORMS DIFFERENT ATTACKS WHEN THE CONTROL STICK IS USED WITH **A**, BUT THESE ATTACKS HAVE ONE BIG THING IN COMMON: CONTROL STICK MOVEMENT DETERMINES A BLOW'S DIRECTION AND FORCE.

GRASPING THE NUANCES OF EACH CHARACTER'S BASIC FIGHTING MOVES SEPARATES WINNERS FROM LOSERS. HOWEVER, THE CONTROL SCHEME ITSELF IS THE SAME NO MATTER WHICH CHARACTER YOU PLAY.



ANY FIGHTER CAN PERFORM AN **A** ATTACK IN ANY DIRECTION BY USING THE CONTROL STICK PROPERLY.

BASICALLY, A CHARACTER CAN PERFORM AN **A** ATTACK IN ANY CONTROL STICK DIRECTION, INCLUDING THE NEUTRAL POSITION. THE MORE YOU BRING THE CONTROL STICK INTO PLAY, THE MORE LIKELY YOU ARE TO STRIKE FOR GOOD DAMAGE OR RATTLE OFF A PUNISHING COMBO.

MOVING THE CONTROL STICK IN A SMALL ARC—WHAT THE GAME MANUAL CALLS A "TILT"—CREATES DIFFERENT AND BETTER EFFECTS THAN SIMPLY TAPPING THE CONTROL STICK TOWARD YOUR TARGET.

A GREAT MANY **A** ATTACKS ARE SITUATIONAL, AS WELL AS DEPENDENT ON SPECIFIC CONTROL STICK MOVEMENT. THAT IS, YOUR POSITION RELATIVE TO THE ENEMY, AND WHETHER ONE OR BOTH OF YOU ARE RUNNING, FALLING, OR JUMPING, WILL AFFECT THE ATTACK YOUR FIGHTER EXECUTES.



IN OTHER WORDS, THE GAME ITSELF WILL DO A LOT OF THE WORK FOR YOU IF YOU LET IT. IF YOU BECOME PREOCCUPIED WITH TRYING TO DO A CERTAIN TYPE OF **A** ATTACK—OR THOSE SPECIAL **B** ATTACKS—YOU'LL MISS MANY GOOD OPPORTUNITIES TO COMBO UP.

COMBOS IN COMBAT

WHEN IT COMES TO EXECUTING COMBOS—THAT IS, STRINGING TOGETHER MULTIPLE HITS—FOCUS ON ATTACKING UPWARD OR DOWNWARD, WITH THE IDEA OF GETTING BOTH YOURSELF AND YOUR ENEMY INTO THE AIR, OR DRIVING YOUR FOE INTO THE GROUND. ALL FIGHTERS SLIP EASILY INTO

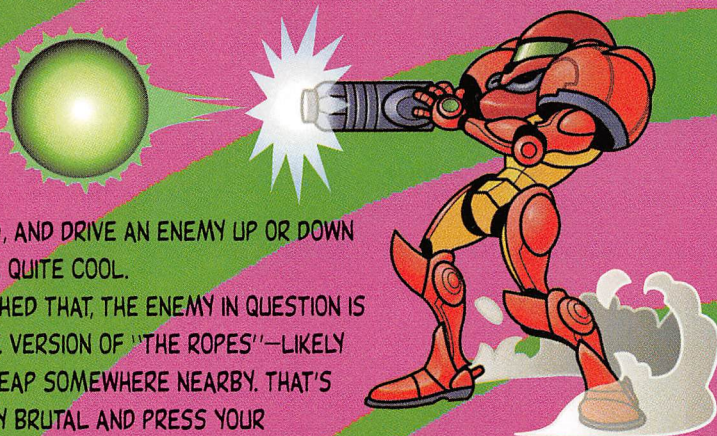
MIDAIR COMBO MODE USING **A**, AND DRIVE AN ENEMY UP OR DOWN WHILE STRIKING REPEATEDLY. QUITE COOL.

WHEN YOU'VE ACCOMPLISHED THAT, THE ENEMY IN QUESTION IS ON THE *SUPER SMASH BROS.* VERSION OF "THE ROPES"—LIKELY TO LAND IN A DISORIENTED HEAP SOMEWHERE NEARBY. THAT'S WHEN YOU MUST GET REALLY BRUTAL AND PRESS YOUR ADVANTAGE.

DEPENDING ON THE ENEMY'S DAMAGE READING, IT MAY BE TIME TO GO WITH A SMASH ATTACK, SWINGING YOUR CONTROL STICK THROUGH A SMALL ARC TOWARD YOUR FOE AND APPLYING YOUR MOST PUNISHING **A** ATTACK. OR, UNLEASH ONE OF YOUR CHARACTER'S UNIQUE **B** ATTACKS.



ONCE YOU LAND THAT COMBO, BE READY TO PRESS THE ATTACK.



THE SHIELD

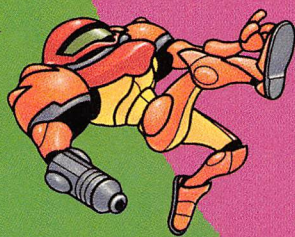
EACH GAME CHARACTER COMES EQUIPPED WITH A SHIELD YOU ACTIVATE BY PRESSING **Z**. THE SHIELD WILL PROTECT YOUR FIGHTER—BUT ONLY FOR A LIMITED TIME: THE SMALL, TRANSLUCENT BUBBLE BEGINS TO SHRINK UNDER REPEATED ATTACKS. IF IT BREAKS, THE CHARACTER UNDER ATTACK BECOMES GROGGY AND VULNERABLE. MOVE THE CONTROL STICK RAPIDLY BACK AND FORTH TO BREAK OUT OF THE STUPOR.



YOUR SHIELD WON'T LAST FOREVER, BUT IT CAN GET YOU THROUGH SOME HOT SPOTS.

GRABBING AND THROWING

PRESSING **R** ACTIVATES A CHARACTER'S GRABBING ABILITY. PRESS **R** A SECOND TIME TO HURL A FOE SOME DISTANCE (HOW FAR IS A FUNCTION OF YOUR FIGHTER'S STRENGTH AND YOUR OPPONENT'S SIZE). GRABBING ABILITIES VARY FROM FIGHTER TO FIGHTER, SO CHECK THE INDIVIDUAL RUNDOWNS TO SEE WHICH HAVE A LONG-DISTANCE GRAPPLING DEVICE.



SPECIAL MOVES

EACH FIGHTER COMES WITH A UNIQUE ARSENAL OF SPECIAL MOVES, INCLUDING UNIQUE **B** ATTACKS. THAT SMALL DISTINCTION IS IMPORTANT, BECAUSE EVERY **B** MOVE ISN'T NECESSARILY AN ATTACK FORM, BUT THE VAST MAJORITY HAVE COMBAT IMPLICATIONS, AT LEAST. (WHEN JIGGLYPUFF SINGS THAT SWEET LULLABY, YOU CAN COUNT ON THE RUDE AWAKENING TO FOLLOW.)



characters & Bonus Levels



SPECIAL MOVES, SUCH AS JIGGLYPUFF'S ABILITY TO SING FOES TO SLEEP, ARE UNIQUE TO EACH FIGHTER.

THE FOLLOWING SECTIONS ON EACH INDIVIDUAL CHARACTER COVER THESE SPECIAL MOVES. EACH MOVE HAS EFFECTS UNIQUE TO THAT CHARACTER. BECAUSE THESE MOVES OFTEN INCLUDE THE FIGHTER'S MOST DAMAGING ATTACK FORM, THEY'RE IMPORTANT CONSIDERATIONS FOR CHOOSING A FIGHTER. SOME MOVES ARE MORE DIFFICULT TO PERFORM EFFECTIVELY THAN OTHERS, AND SOME MIGHT NOT SUIT YOUR OWN PLAYING STYLE.

SUPER SMASH BROS. CHARACTERS

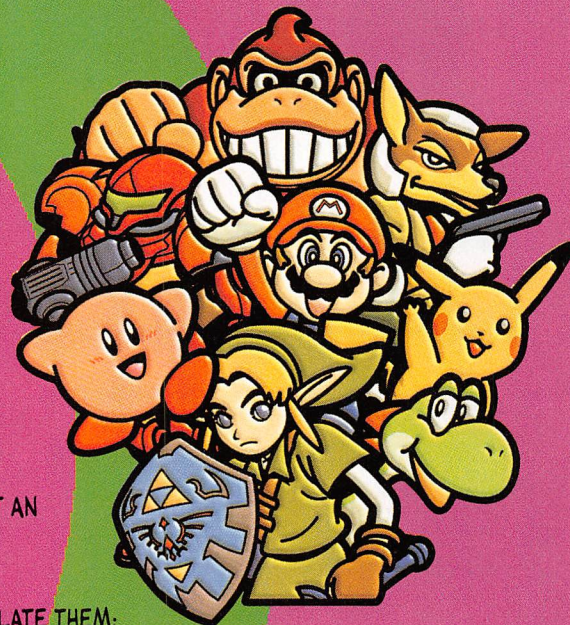
EACH GAME CHARACTER HAS ABILITIES THAT MAKE THEM FORMIDABLE OPPONENTS. BUT AN EXPERIENCED PLAYER CAN USE EVEN THEIR WEAKNESSES TO GAIN AN ADVANTAGE.

WE WON'T RATE CHARACTERS IN TERMS OF THE SKILL A PLAYER NEEDS TO MANIPULATE THEM; THAT'S A SUBJECTIVE EVALUATION. EVERYONE HAS A DIFFERENT FIGHTING STYLE. THE TRICK IS TO FIND A CHARACTER (OR CHARACTERS) YOU FEEL COMFORTABLE WITH AND *PRACTICE, PRACTICE, PRACTICE.*

HOWEVER, WE'LL NOTE WHEN A MOVEMENT OR COMBAT SITUATION IS PARTICULARLY CHALLENGING IN THE CONTEXT OF AN INDIVIDUAL CHARACTER'S ABILITIES. BUT YOU'LL FIND THESE FIGHTERS ARE REMARKABLY WELL-BALANCED. WITH PATIENCE AND SOME EXPERIMENTATION, YOU CAN DOMINATE A MATCH WITH ANY OF THEM.

THE REST OF THIS CHAPTER IS DEVOTED TO THE EIGHT FIGHTERS WITH WHICH YOU BEGIN THE GAME. EACH HAS A UNIQUE STAGE HE OR SHE CALLS HOME. ALTHOUGH THIS DOESN'T NECESSARILY DICTATE A BLATANT "HOME FIELD" ADVANTAGE, THE ARCHITECTURE AND OBSTACLES ON A CHARACTER'S HOME STAGE JUST MIGHT BE TILTED EVER-SO-SLIGHTLY IN THAT DIRECTION. FOR THAT REASON, COVERAGE OF EACH CHARACTER INCLUDES A BRIEF DISCUSSION OF THE HOME STAGE, NOTING ANY PECULIARITIES IT MAY BEHOOVE YOU TO BE AWARE OF.

REMEMBER THAT YOUR BEST CHANCE AT INFLECTING A COMBO IS TO STRIKE WHILE YOUR OWN FIGHTER IS AIRBORNE. CHECK THE SCREENSHOTS IN EACH SECTION FOR SOME FINE EXAMPLES. FOLLOWING A GENERAL DISCUSSION OF EACH CHARACTER, YOU'LL FIND A RUN-THROUGH OF THAT FIGHTER'S TWO BONUS LEVELS. THESE TAKE PLACE WITHIN EACH CHARACTER'S SINGLE-PLAYER GAME, BUT YOU CAN—AND SHOULD—ENTER THEM FOR PRACTICE BEFOREHAND. BOTH BONUS LEVELS, BUT ESPECIALLY THE SECOND, ARE IDEAL FOR PRACTICE ONCE YOU HAVE A LITTLE EXPERIENCE WITH A PARTICULAR FIGHTER. BECAUSE THE JUMPS THEY DEMAND PUSH EACH FIGHTER TO THE LIMIT, THEY PROVIDE A GOOD CONTEXT HERE FOR THE DISCUSSION OF EACH CHARACTER'S ABILITIES.



TIP!

By reaching certain goals in single-player, you can unlock four hidden characters and one hidden stage. The next chapter covers those fighters and that stage, including how to unlock them all.



MARIO

MARIO IS A WELL-ROUNDED CHARACTER, WITH A GOOD SET OF SPECIAL MOVES AND BETTER-THAN-AVERAGE JUMPING ABILITY. OF THE EIGHT STARTING CHARACTERS, MARIO PROBABLY IS EASIEST TO GET A FEEL FOR, BECAUSE MASTERING HIS ATTACKS DOESN'T REQUIRE A LOT OF PRACTICE. MARIO IS VERY LIGHT IN THE AIR, ALLOWING SUFFICIENT TIME TO SIZE UP THE SITUATION BELOW AND FIND AN ADVANTAGE.

GAME BIOGRAPHY:

ALTHOUGH BEST KNOWN AS THE MUSTACHIOED PLUMBER WHO BATTLES THE TURTLE TRIBE WITH HIS DISTINCT JUMPING ACTION, THIS INTERNATIONALLY FAMOUS HERO HAS ALSO ACTED AS REFEREE, DIVER, AND EVEN DOCTOR! HE'S LONG BEEN LINKED TO PRINCESS PEACH OF MUSHROOM KINGDOM, BUT THEIR TRUE RELATIONSHIP REMAINS A MYSTERY.

BASIC MOVES

- ↑, (A) UPPERCUT
- ⇐ OR ⇒, (A) ROUNDHOUSE KICK
- (A) LEFT HOOK
- ↓, (A) LEG SWEEP
- (A), (A), (A) COMBO
- ↑ + (A) HEAD BUTT
- ⇐ OR ⇒ + (A) K.O. PUNCH
- ↓ + (A) LEG FLARE

THROWS

- GRAB, (R) SPINNING TOSS
- GRAB, (L) SPINNING TOSS

AIR

- ↑, (A) FLIP KICK
- ⇒, (A) SIDEWAYS DRILL
- ⇐, (A) MULE KICK
- (A) JUMP KICK
- ↓, (A) DOWNWARD DRILL

DASH

- ⇐ OR ⇒, (A) SLIDE SWEEP

HOME STAGE: PEACH'S CASTLE

MARIO'S HOME STAGE IS PEACH'S CASTLE, WHERE TWO WALKWAYS FLANK A RELATIVELY SMALL CENTRAL AREA. THE WALKWAYS RETRACT AND EXTEND AS THE MATCH PROGRESSES, SO WATCH YOUR STEP. NOTICE ALSO THE TWO SMALL, UNATTACHED RAMPS ADJACENT TO THE STAGE'S UPPER WALKWAY, AND A BUMPER HIGH OVERHEAD. THE BUMPER MOVES BACK AND FORTH, OCCASIONALLY COMING INTO PLAY DURING A STRONG UPWARD COMBO. THE ANGULAR RAMPS SERVE TO DEFLECT ANY FIGHTER KNOCKED HORIZONTALLY FROM THE UPPER AREA. THAT CAN BE A LIFESAVER.



THE BUMPER ABOVE PEACH'S CASTLE CAN BE HARD TO AVOID IF YOU GAIN SERIOUS ALTITUDE.

MARIO IN BATTLE

MARIO IS AN ACROBATIC LITTLE HERO, AND HIS ABILITY TO GET SOME AIR IS ONE OF THE MOST IMPRESSIVE IN THE GAME. HE REELS OFF COMBOS EASILY AS LONG AS HE'S ALOFT, WHETHER STRIKING UPWARD OR DOWN ONTO A FOE. IF BOTH MARIO AND HIS TARGET ARE AIRBORNE, THE EFFECTS OF A SIMPLE (A) ATTACK IN THE DIRECTION OF THE ENEMY CAN BE DEVASTATING, INSTANTLY ADDING 20 OR 30 PERCENTAGE POINTS TO A FOE'S DAMAGE METER.



MARIO IS LIGHT AFOOT, AND THE MOMENTUM HE GATHERS AS HE RUNS EASILY TRANSFERS TO HIS (A) ATTACK.



MARIO EASILY UNLEASHES COMBOS FROM MIDAIR. ANGLE THE CONTROL STICK TOWARD YOUR TARGET AND PRESS (A).



Characters & Bonus Levels



WITH A LITTLE PRACTICE, YOU'LL FIND MARIO'S LEAPING ABILITY CAN KEEP HIM OUT OF HARM'S WAY.



EVEN WHEN MARIO'S **A** ATTACK DOESN'T LEAD TO A COMBO, HIS MIDAIR KICK IS POWERFUL ENOUGH TO SEND A DAMAGED ENEMY SAILING FROM THE STAGE.



MARIO'S SPECIAL MOVES

MARIO'S SET OF SPECIAL MOVES IS PERFECTLY SUITED TO HIS AIRBORNE FIGHTING STYLE. HIS **B**, **↓** MOVE SENDS OPPONENTS SKYWARD WHILE KEEPING THEM CLOSE ENOUGH FOR INFLECTING DAMAGE.



B MOVE: FIREBALL

MARIO'S FIREBALL ATTACK IS PERFECT FOR PECKING AWAY FROM A DISTANCE. THE FARTHER THE FIREBALL FALLS, THE GREATER ITS BLAST RADIUS.



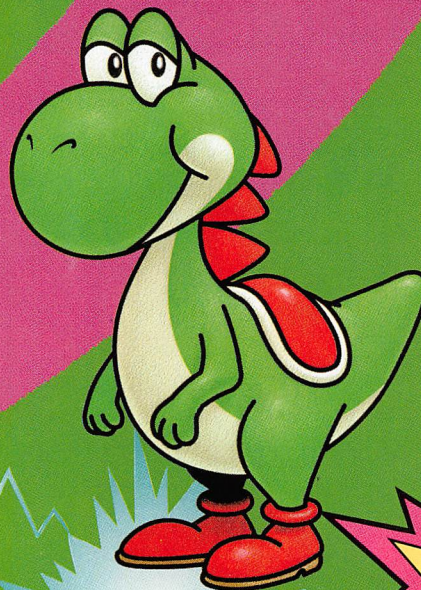
B, **↑** MOVE: SUPER JUMP PUNCH

FOR DOING BIG DAMAGE, IT'S HARD TO BEAT THE COIN-DISPENSING SUPER JUMP PUNCH.



B, **↓** MOVE: MARIO TORNADO

THE MARIO TORNADO CAN DISPERSE A CROWD IN A BIG HURRY, BUT USUALLY KEEPS FOES CLOSE ENOUGH FOR A QUICK FOLLOW-UP ATTACK.



BONUS LEVEL 1: BREAK THE TARGETS



FOUR TARGETS LIE WITHIN EASY REACH OF MARIO'S BEGINNING POSITION.



IT TAKES A B,↑ MOVE TO REACH THE HIGHER TARGET ABOVE THE BEGINNING POSITION.



LOB A FIREBALL OVER THE LEDGE TO STRIKE THE TARGET BELOW.



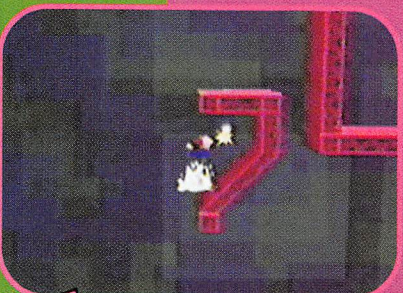
TO REACH THE TARGET ON THE PLATFORM, STAND ON THE EDGE OF THE LEDGE BELOW AND JUMP UP TWICE. YOU CAN ADD A B,↑ MOVE IN MIDAIR, IF YOU FEEL THE NEED.



USE A MIDAIR JUMP TO REACH THE LEDGE HIGH ABOVE THE LEVEL START, AND ANOTHER FIREBALL TO STRIKE THE TARGET BEYOND.



FOLLOW THE DOWN ARROW TO THE NEXT TARGET, AND A ATTACK AS YOU PASS BY.



STEP OFF THE IRREGULAR LEDGE AND JUMP QUICKLY IN MIDAIR, ANGLING BACK AND UP, TO STRIKE THE FINAL TARGET.

BONUS LEVEL 2: BOARD THE PLATFORMS



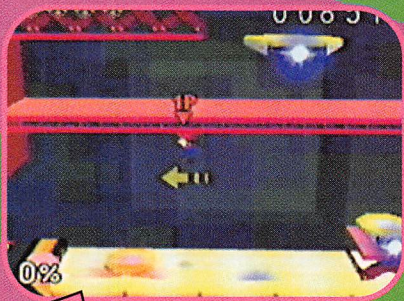
FOLLOW THE PATH, HOPPING ACROSS THE FIRST TWO PLATFORMS AND DROPPING TO THE THIRD JUST BELOW.



THE SERIES OF SMALL PLATFORMS RISES AND FALLS IN THE MOLTEN PATH. TRY TO STAY AIRBORNE AS YOU MOVE ALONG, BUT DON'T SWEAT AN OCCASIONAL HOTFOOT.



Characters & Bonus Levels



USE MARIO'S ONE AIR JUMP AND HIS $\odot, \uparrow$ MOVE TO GET AS MUCH HANG-TIME AS POSSIBLE AS YOU WAIT FOR THE PLATFORMS TO ASCEND.



HUG THE EDGE OF THE MOLTEN TROUGH AS YOU FALL; THEN DROP TO THE PATH BELOW.



OBSERVE THE PLATFORMS' MOVEMENT PATTERNS, ABOVE AND BELOW, AND WAIT FOR AN OPENING. THEN JUMP UP TO THE NARROW LEDGE AND RUN OFF TO THE SMALL PLATFORM BELOW.



FROM THE SMALL PLATFORM, WAIT FOR AN OPENING IN THE SHIFTING PLATFORMS.



DO A MIDAIR JUMP AS THE UPPER PLATFORM PASSES UPWARD. LET MARIO FALL A LITTLE BEFORE DOING THE JUMP. USE $\odot, \uparrow$, IF THE JUMP LEAVES YOU SHY OF THE LEDGE.



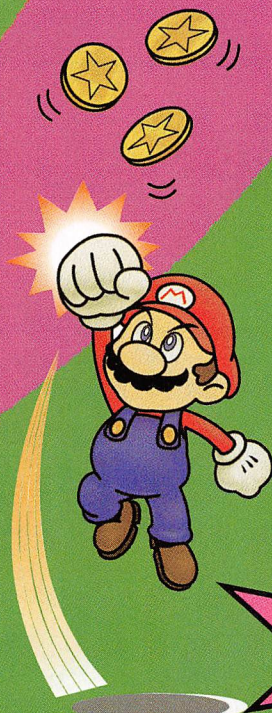
FROM THE LEDGE BEYOND THE LARGE PLATFORM, JUMP UP AND TO THE RIGHT. ADD A MIDAIR JUMP TO REACH THE BLUE LEDGE NEARBY.

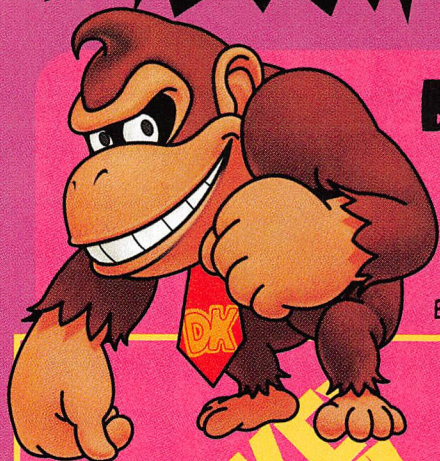


FROM THE BLUE LEDGE, JUMP AND MIDAIR JUMP TO REACH THE SMALL PLATFORM. (TAKE CARE NOT TO PASS OVER IT ENTIRELY.)



WORK YOUR WAY UP THE NARROW BLUE LEDGES, CAREFUL TO ANGLE BACK TOWARD THE LEDGES BELOW SHOULD YOU MISS A MARK. THE FINAL PLATFORM LIES AT THE END OF THE PATH.





DONKEY KONG

AS YOU MIGHT GUESS, DONKEY KONG IS NOT A FINESSE CHARACTER. HIS BRUTE STRENGTH AND SIMIAN REACH ARE ABOUT ALL HE HAS GOING FOR HIM, BUT OCCASIONALLY THAT'S ENOUGH TO WIN THE DAY. BECAUSE HE'S RELATIVELY SLOW AFOOT, THE LARGER STAGES TEND TO WORK AGAINST HIM, ESPECIALLY AGAINST FIGHTERS SEASONED AND SKILLFUL ENOUGH TO STAY OUT OF HIS REACH.

GAME BIOGRAPHY:

IN THE BEGINNING, DONKEY KONG AND MARIO WERE ARCHRIVALS, BUT RECENTLY THEY PATCHED THINGS UP. THESE DAYS DK SPENDS HIS TIME SEARCHING THE JUNGLE FOR BANANAS INSTEAD OF KIDNAPPING BEAUTIFUL MAIDENS. OTHER MEMBERS OF THE KONG FAMILY HAVE CASHED IN ON DK'S FAME, INCLUDING HIS FAVORITE NEPHEW, DIDDY.

BASIC MOVES

- ↑, (A) BACKDROP
- ⇐ OR ⇒, (A) RIGHT HOOK
- (A) LEFT JAB
- ↓, (A) ARM SWEEP
- (A), (A) JAB/HOOK COMBO
- ↑ + (A) CLAP
- ⇐ OR ⇒ + (A) MEGA SLAP
- ↓ + (A) REVOLVING LOW KICK

THROWS

- GRAB,  CARRY
- GRAB,  BACK TOSS

AIR

- ↑, (A) AIR BACKSLAP
- ⇒, (A) OVERHEAD PUNCH
- ⇐, (A) REVERSE DROP KICK
- (A) SPIN PUNCH
- ↓, (A) FLEX DROP KICK

DASH

- ⇐ OR ⇒, (A) SIDE KICK

HOME STAGE: CONGO JUNGLE

THE CONGO JUNGLE IS A SMALLISH STAGE THAT GIVES DK JUST ENOUGH ROOM TO STRETCH HIS ARMS WHILE AFFORDING FOES LITTLE OPPORTUNITY TO GET BEYOND HIS REACH. NO SEPARATE SECTIONS FLANK THE MAIN STAGE AREA—UNUSUAL—BUT THERE IS A LARGE "BLAST" BARREL MOVING BACK AND FORTH BELOW. EVEN IF YOU CAN'T MAKE IT BACK TO THE MAIN STAGE WHEN YOU GET KNOCKED OFF, YOU MAY STAY ALOFT LONG ENOUGH TO PLOP INTO THE BARREL; IT WILL ROCKET YOU UP FOR AN EASY RETURN TO THE FRAY.



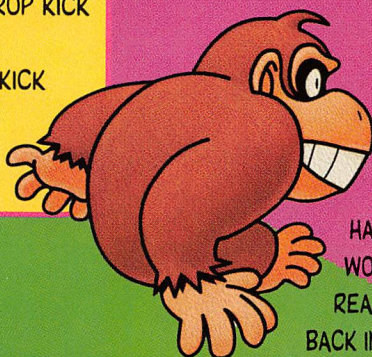
THE SMALL STAGE OF THE CONGO JUNGLE IS A PERFECT PLAYGROUND FOR THE LANKY APE. THE BARREL BELOW MAY SAVE YOU FROM A FALL.

DONKEY KONG IN BATTLE

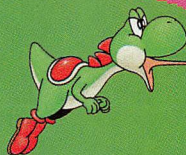
EASILY THE GAME'S STRONGEST CHARACTER, THE MIGHTY DONKEY KONG CAN GRAB AND CARRY OPPONENTS BEFORE GIVING THEM THE OLD HEAVE-HO. HIS OVERHEAD ARM ATTACK IS ONE OF THE STRONGEST SHOTS IN THE GAME, OFTEN SURPRISING OPPONENTS WHEN LAUNCHED AT AN UPWARD DIAGONAL ANGLE AS DK STANDS FLAT-FOOTED. ONE OF THOSE BIG, HAIRY ARM SHOTS IS ENOUGH TO SEND A DAMAGED FOE SAILING HIGH ABOVE THE STAGE.



DONKEY KONG'S IMPRESSIVE STRENGTH IS PERHAPS HIS GREATEST ASSET, ALLOWING HIM TO CARRY AROUND LARGE OBJECTS, INCLUDING ENEMIES.



DONKEY KONG IS ALSO THE GAME'S HEAVIEST CHARACTER, WHICH MAKES IT A LITTLE HARDER FOR ENEMIES TO KNOCK HIM ANY DISTANCE. HIS WEIGHT CAN WORK AGAINST HIM, HOWEVER: ONCE OFF THE STAGE, YOU MUST REACT QUICKLY WITH A MIDAIR JUMP AND THE Ⓢ, ↑ MOVE TO GET HIM BACK IN THE ACTION.



Characters & Bonus Levels



CREATING A CROWD OF FOES WITH A CRATE IS A TRICK NO OTHER CHARACTER CAN MATCH.



YOU CAN SWING THOSE BIG ARMS IN ANY DIRECTION USING THE CONTROL STICK AND **A**.



WHEN COMBINED WITH AERIAL **A** ATTACKS, DK'S WEIGHT MAKES FOR SOME SERIOUS PUNISHMENT.



DONKEY KONG SWITCHES FROM ARM ATTACKS TO SOME SERIOUS FOOT ACTION WHILE HANGING FROM A LEDGE.

DONKEY KONG'S SPECIAL MOVES

DK'S REPERTOIRE OF SPECIAL MOVES IS PERFECTLY SUITED TO EXPLOIT HIS SIZE AND STRENGTH. EACH HAS A SPECIFIC EFFECT. IF WEIGHT AND SPEED ARE DK'S DOWNSIDE, HIS FINE SET OF SPECIAL MOVES OFFSETS IT ENTIRELY.



B MOVE: GIANT PUNCH

HOLD **B** TO PROLONG DK'S WIND-UP FOR HIS POWERFUL GIANT PUNCH.



B, **↑** MOVE: SPINNING KONG

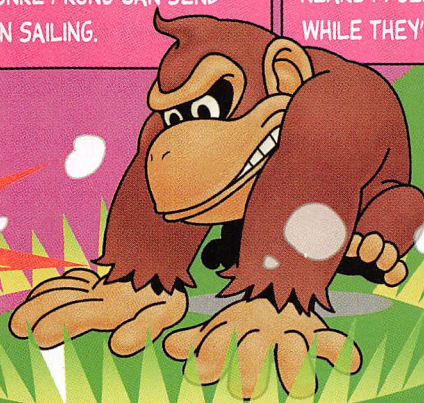
WHEN HE TWIRLS WITH HIS ARMS SPREAD WIDE, DONKEY KONG CAN SEND THE COMPETITION SAILING.



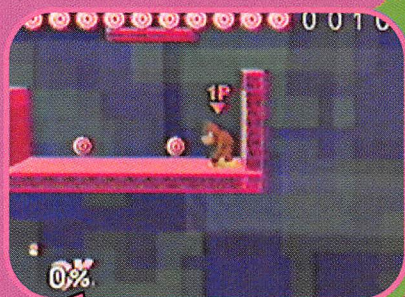
B, **↓** MOVE: HAND SLAP

DK CAN POUND THE GROUND WITH TREMENDOUS FORCE. THE CONSEQUENT JOLT IS MORE THAN ENOUGH TO TOSS NEARBY FOES HIGH IN THE AIR. STRIKE WHILE THEY'RE DISORIENTED!

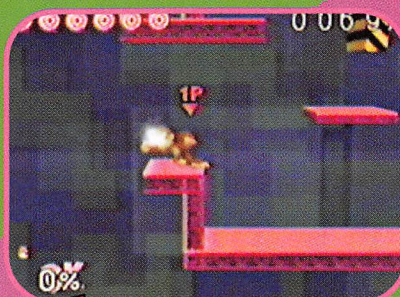
ZAP



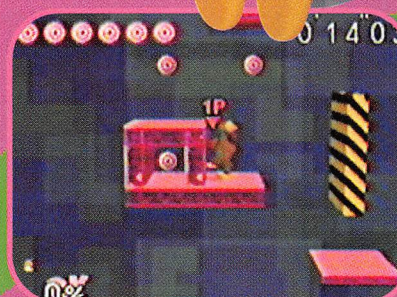
BONUS LEVEL 1: BREAK THE TARGETS



SMACK THE TWO TARGETS NEAR THE LEVEL START AND DO A MIDAIR JUMP TO REACH THE TARGET ON THE SMALL PLATFORM OVERHEAD.



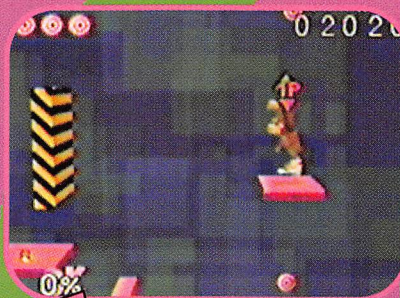
DON'T OVERLOOK THE TARGET ON THE LEDGE NEAR THE START ...



JUMP FROM THE SMALL CENTRAL PLATFORM TO THE TARGET IN THE BOX. GIANT PUNCH THE TARGET THROUGH THE WALL.



ABOVE THE BOX, YOU CAN EXPERIMENT WITH DK'S OVERHEAD ARM SWIPE TO STRIKE AT THE TWO NEARBY TARGETS.



JUMP TO THE PLATFORM ABOVE THE BOX. THEN USE THE AIR JUMP AND SPIN TO REACH THE SMALL PLATFORM BEYOND THE STRIPED WALL.



FROM THE SMALL PLATFORM, JUMP UP AND TO NAIL THE TARGET OVERHEAD.



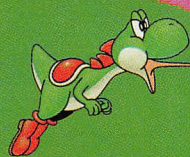
USE THE MOVE TO SPIN OVER AND SET DK DOWN EVER-SO-GENTLY ATOP THE STRIPED WALL.



FROM THE TOP OF THE STRIPED WALL, AIR-JUMP AND THEN TO THE TARGET ABOVE.



STEP OFF THE SMALL PLATFORM AND ANGLE DOWN TOWARD THE TARGET BELOW, USING AN ATTACK AS YOU APPROACH TO FINISH THE LEVEL



Characters & Bonus Levels

BONUS LEVEL 2: BOARD THE PLATFORMS



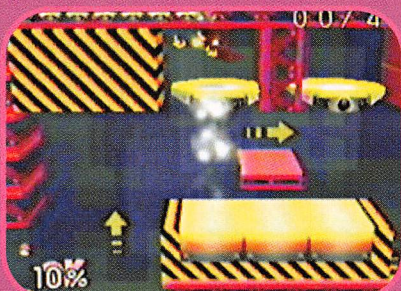
FOLLOW THE TRAIL OF PLATFORMS FROM THE LEVEL START.



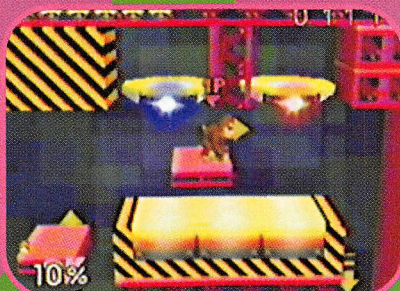
JUMP UP TO THE SHORT LEDGE FROM THE LAST PLATFORM IN THE FIRST ROW.



FROM THE SHORT LEDGE, JUMP, AIR-JUMP, AND THEN TO TRY AND CATCH THE MOVING LEDGE ABOVE THE MOLTEN FLOOR.



DON'T SWEAT IT IF YOU HIT THE HOT FLOORING: YOU CAN WITHSTAND THE DAMAGE, AND THE SMALL EXPLOSION THAT RESULTS WILL LAUNCH YOU TO THE PLATFORM OVERHEAD.



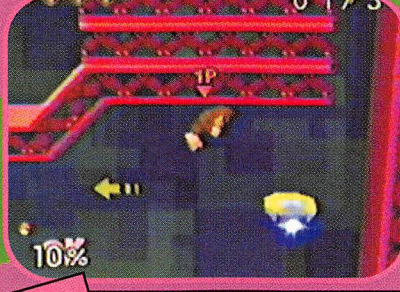
DROP FROM THE FIRST SMALL PLATFORM TO THE MOVING LEDGE, AND FROM THERE TO THE NEXT PLATFORM IN LINE.



DROP FROM THE SECOND SMALL PLATFORM DOWN THE NARROW PASSAGE AND ANGLE BACK AGAINST THE SIDE OF THE MOLTEN AREA AS YOU FALL.



ANGLE TOWARD THE SMALL PLATFORM AS YOU DROP, PERHAPS USING TO GAIN A LITTLE MORE HANGTIME.



JUMP FROM THE SMALL PLATFORM, FOLLOWING THE CONTOUR OF THE WALL ABOVE.



DO YOUR ONE MIDAIR JUMP AND LET DK FALL TOWARD THE MOLTEN FLOOR.



HOLD OFF DOING THE **B**, **↑** MOVE UNTIL THE LAST MOMENT TO REACH THE PLATFORM BEYOND THE MOLTEN FLOOR.



STEP OFF THE PLATFORM BEYOND THE HOT FLOOR AND DO YOUR MIDAIR JUMP ONCE YOU'RE CLEAR OF THE DESCENDING WALL TO REACH THE SMALL PLATFORM BEYOND.



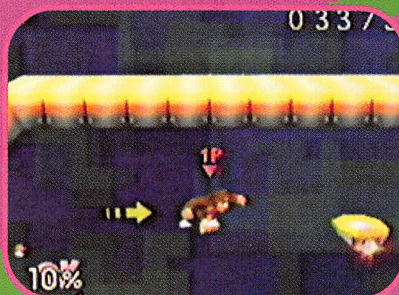
FROM THE FIRST SMALL PLATFORM, JUMP AND ALIGHT ON THE ONE OVERHEAD.



STEP OFF THE LOWER SMALL PLATFORM AND DO A MIDAIR JUMP, PERHAPS FOLLOWED BY A **B**, **↑**, TO CATCH THE SMALL MOVING LEDGE BELOW.



THE LAST JUMP IS A STRETCH. MOVE ALL THE WAY TO THE RIGHT ON THE SMALL LEDGE, SO THE CEILING ABOVE DOESN'T INTERFERE WITH YOUR LEAP.



WITH LUCK, ONE LAST MIDAIR JUMP AND A **B**, **↑** WILL LAND DK ON THE FINAL PLATFORM. IT'S AT THE VERY LIMIT OF HIS REACH, SO DON'T GET DISCOURAGED IF IT TAKES YOU A COUPLE OF TRIES TO NAIL THIS JUMP.

LINK

LIKE MARIO, LINK IS ONE OF THE GAME'S MOST WELL-ROUNDED FIGHTERS. HE'S FAST AND AGILE, AND HIS JUMPING ABILITY RIVALS MARIO'S. INCLUDED AMONG HIS UNIQUE ABILITIES ARE A GRAPPLE WITH WHICH HE CAN GRAB AT ENEMIES FROM A CONSIDERABLE RANGE. ALONG WITH HIS TWO BUILT-IN DISTANCE ATTACKS—BOMBS AND BOOMERANGS—LINK COMES EQUIPPED WITH A SWORD. NOT BAD.



GAME BIOGRAPHY:

LINK IS THE VALIANT BOY HERO OF THE *LEGEND OF ZELDA* SERIES. THERE, HE COMBATS THE EVIL GANON TO RECOVER THE TRIFORCE. HIS TOOLS MAY CHANGE WITH EACH ADVENTURE, BUT HIS STRENGTH AND RIGHTEOUSNESS REMAIN CONSTANT. WITH HIS TRUSTY SWORD AND A VARIETY OF WEAPONS, HE TAKES ADVENTURE HEAD-ON!

SMASH!!!



Characters & Bonus Levels

BASIC MOVES

- ↑, (A) REVERSE SLASH
- ⇐ OR ⇒, (A) SLASH
- (A) CROSS SLASH
- ↓, (A) LOW SLASH
- (A), (A), (A) SLASH/STAB COMBO
- (A), (A), (A), (A) SUPER STAB
- ↑ + (A) SLASH JUGGLE
- ⇐ OR ⇒ + (A) SUPER SLASH
- ↓ + (A) DOUBLE LOW SLASH

THROWS

- GRAB,  FRONT KICK THROW
- GRAB,  FRONT KICK THROW

AIR

- ↑, (A) UPPERCUT STAB
- ⇒, (A) SPINNING SLASH
- ⇐, (A) DOUBLE REVERSE KICK
- ↓, (A) DOWNWARD STAB
- (A) JUMP KICK

DASH

- ⇐ OR ⇒, (A) LUNGING STAB

EXTRA SPECIAL MOVES

- ↓ + (B) TAKE OUT BOMB

WHILE BOMB IS IN POSSESSION:

- ↓ + (B) FASTBALL
(THROW A BOMB HARD IN DIRECTION YOU'RE FACING)

- (A) SLOWBALL

(TOSSES A BOMB LIGHTLY, USUALLY WILL NOT EXPLODE UPON CONTACT. YOU CAN PICK IT UP AGAIN BEFORE DETONATION. YOU MAY ALSO DETONATE A LIVE BOMB BY THROWING A BOOMERANG AT IT.)

- ↓ + (A) BOMB DROP

(DO NOT ATTEMPT WHILE STANDING! FOR BEST RESULTS, JUMP AND DROP THE BOMB ON FALLEN OPPONENTS.)

HOME STAGE: HYRULE CASTLE

HYRULE CASTLE IS AN ENJOYABLE BATTLEGROUND, WITH PLENTY OF ROOM FOR SEVERAL PLAYERS AND INTERESTING ARCHITECTURE TO TAKE ADVANTAGE OF. A SMALL TORNADO WHIRLS ACROSS THE STAGE EVERY FEW MOMENTS, SUCKING IN THE UNWARY AND GENERALLY EJECTING THEM TO UNKNOWN POINTS.

THE SMALL TOWER ON THE RIGHT CAN BECOME A DEATHTRAP IF YOU CAN MANAGE TO HERD A COUPLE OF FOES INSIDE, AND PERHAPS HEAVE A BOMB OR TWO THEIR WAY. A FAVORITE LINK TRICK IS TO PIN OPPONENTS AGAINST THE WALL IN FRONT OF THE SMALL TOWER AND HAMMER AWAY. AN ENEMY THUS STRUCK USUALLY DEFLECTS OFF THE WALL AND INTO THE AIR TO LAND BACK AT THE BASE OF THE WALL. REPEAT.



PIN ENEMIES AGAINST THE LOW WALL OUTSIDE THE SMALL TOWER TO TRAP THEM IN A GRIM LOOP OF PAIN.

LINK IN BATTLE

THE KEY TO MAKING LINK A WINNER IS TO UTILIZE PROPERLY ALL THE TRICKS AT HIS DISPOSAL; HE HAS A CONSIDERABLY LARGER REPERTOIRE THAN MOST GAME FIGHTERS. FOR STARTERS, HIS BOOMERANG IS UNIQUE IN *SUPER SMASH BROS.* AND CAN SURPRISE EVEN EXPERIENCED FOES. THE TRICK IS TO THROW IT OVER THE HEAD OF YOUR OPPONENT AND THEN ATTACK AS THE BOOMERANG PASSES OUT OF VIEW. BEFORE LONG, IT RETURNS SCREAMING OUT OF NOWHERE TO BASH YOUR FOE IN THE BACK. THIS IS QUITE AMUSING—AND, FOR YOUR ENEMY, USUALLY QUITE PAINFUL.

LINK ALSO HAS AN ENDLESS SUPPLY OF SMALL BOMBS HE CAN TOSS. HOWEVER, THEIR FUSES ARE SO LONG THAT, UNLESS YOU STRIKE YOUR TARGET DIRECTLY, A FOE CAN PICK THEM UP AND THROW THEM BACK AT *YOU*.

WHICH BRINGS UP ANOTHER POINT: AS SOON AS LINK PULLS OUT A BOMB, THE FUSE IS RUNNING. WHEN THE BOMB STARTS TO PULSE, IT'S ABOUT PAST TIME TO GET RID OF IT.



GET LINK UP IN THE AIR, AND HIS MASTER SWORD'S (A), (A) ATTACK STRIKES FOR SERIOUS DAMAGE.



AN OVERHAND SWIPE—SWINGING THE CONTROL STICK THROUGH A SMALL ARC AS YOU APPLY **A**—PACKS QUITE A WALLOP.



IT'S NOT PARTICULARLY PAINFUL, BUT A QUICK THRUST OF THE MASTER SWORD WILL KEEP AN ENEMY AT BAY BRIEFLY.



LINK'S GRAPPLING-HOOK GRAB ALLOWS HIM TO REACH OUT AND TOUCH SOMEONE FROM A CONSIDERABLE DISTANCE.



THE SPEED OF LINK'S **↓** ATTACKS OFFSET THE FACT THAT THEY DON'T ALWAYS SCORE TREMENDOUS COMBOS. DON'T BE CONTENT TO STRIKE A SINGLE TARGET IF SEVERAL ARE WITHIN RANGE.

LINK'S SPECIAL MOVES

LINK'S SPECIAL MOVES AREN'T BARN-BURNERS, BUT YOU CAN USE THEM ALMOST SIMULTANEOUSLY ONCE YOU GET USED TO THE ROUTINE—THROW THE BOOMERANG, DROP THE BOMB, AND WADE IN WITH THE SWORD. MAYHEM ENSUES.



BONUS LEVEL 1: BREAK THE TARGETS



B MOVE: BOOMERANG

THE BOOMERANG ALWAYS COMES BACK IN A STRAIGHT LINE. JUMP UP AND THROW IT OVER A FOE'S HEAD AND LET YOUR ENEMY CATCH THE RUDE RETURN.



B, **↑** MOVE: SPIN ATTACK

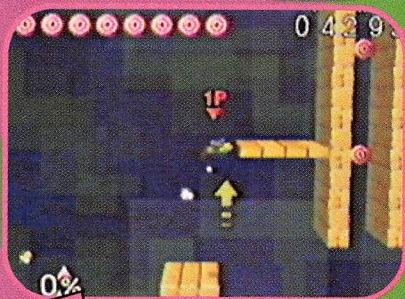
LINK'S SPIN ATTACK IS HIS KNOCK-OFF PUNCH—A BLAZING ARC OF DAMAGE THAT ISSUES FROM THE MASTER SWORD.



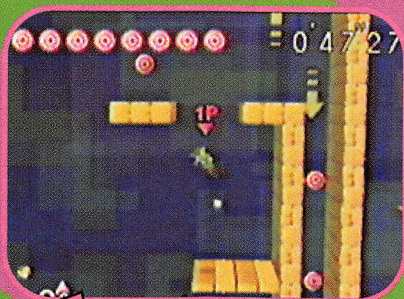
TAKE THE FIRST TARGET ON THE BEGINNING LEDGE AND HOP UP TO THE LOW LEDGE ON THE LEFT. PULL OUT A BOMB, AND LET IT START TO PULSE BEFORE LOBBING IT AT THE TARGET BELOW.



Characters & Bonus Levels



JUMP AND THEN AIR-JUMP FROM THE SHORT LEDGE ON THE RIGHT TO THE LEDGE ABOVE.



JUMP, AIR-JUMP, AND $\odot, \uparrow$ FROM THE LEDGE ALONG THE TALL WALL TO THE SMALL PLATFORM ABOVE AND TO THE LEFT.



STAND ON THE SMALL PLATFORM AND THROW THE BOOMERANG LEFT. AS SOON AS IT PASSES FROM VIEW, GET JUMPING.



THE BOOMERANG'S TARGET IS HIGH OVERHEAD. JUMP AND AIR-JUMP TOWARD IT AND FINISH WITH THE $\odot, \uparrow$ ATTACK.



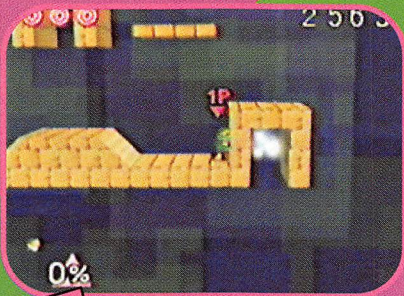
YOU'LL COME UP FAR SHY OF THE OVERHEAD TARGET WHEN YOU JUMP, BUT YOU'LL FALL SO RAPIDLY THE BOOMERANG WILL PASS ABOVE LINK'S HEAD AND DO THE DEED.



BE SURE TO LAND ON THE SMALL SECTION OF THE UPPER LEDGE WHEN YOU ALIGHT FROM THE BOOMERANG TRICK. DROP A COUPLE OF BOMBS DOWN THE SHAFT TO REMOVE THE TWO TARGETS.



FOLLOW THE BOMBS DOWN THE SHAFT—NOT TOO CLOSELY, MIND YOU—AND CHECK THE RIGHT-HAND EDGE OF THE PLATFORM.



DO LINK'S $\odot, \uparrow$ ATTACK THROUGH THE WALL TO STRIKE THE TARGET. THEN CLIMB TO THE LEDGE ABOVE.



JUMP AND AIR-JUMP TO THE SMALL PLATFORM IMMEDIATELY ABOVE.

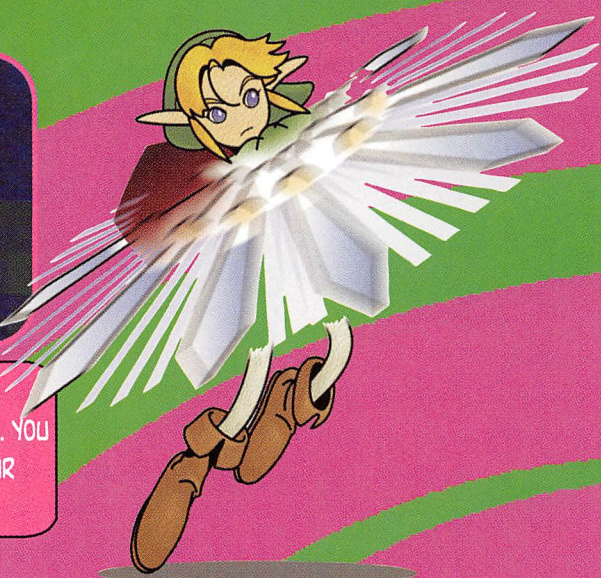




JUMP, AIR-JUMP, AND **B**, **↑** TO REACH THE UPPER LEDGE ON THE LEFT.



FROM THE UPPER-LEFT LEDGE, HURL BOOMERANGS AT THE TARGET ABOVE. YOU CAN REACH IT WITH A WELL-TIMED AIR JUMP AND A **B**, **↑**, AS WELL.



BONUS LEVEL 2: BOARD THE PLATFORMS



HOP ATOP THE THREE PLATFORMS NEAR THE LEVEL START, AND FROM THE UPPERMOST ONE TO THE SMALLER PLATFORM ABOVE.



FROM THE SMALL PLATFORM, JUMP TO THE UPPER AREA SHY OF THE MOLTEN FLOOR.



OF COURSE, YOU CAN USE THAT FLOOR TO PROPEL YOURSELF UPWARD. AGAIN, THE DAMAGE IS NEGLIGIBLE.



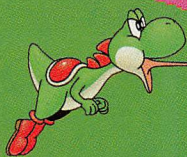
FROM THE UPPER ROTATING LEDGE, JUMP AND AIR-JUMP TO THE SMALL PLATFORM ON THE RIGHT.



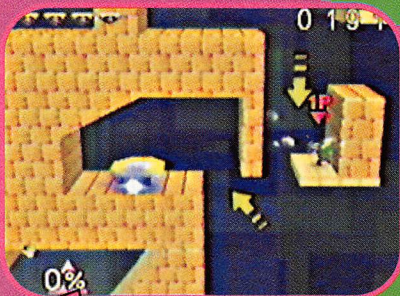
DROP PAST THE SLOPE TO THE LEDGE BELOW THAT SIDE OF THE HOT FLOOR.



DROP TO THE LEDGE BESIDE THE WALL AND WALK OFF TOWARD THE OPENING. LET LINK FALL, AND THEN AIR-JUMP AND **B**, **↑** TO REACH THE PLATFORM.



Characters & Bonus Levels



RETRACE YOUR PATH, AIR-JUMPING TO REACH THE LEDGE NEAR THE MOVING WALL, AND THEN JUMPING FROM THE LEDGE TO LAND ATOP THAT WALL.



FROM ATOP THE MOVING WALL, JUMP AND AIR-JUMP BACK TO THE HOT FLOOR. TAG THE PLATFORM IN THE MIDST OF THE ROTATING LEDGES.



FROM THE ROTATING LEDGES, JUMP AND AIR-JUMP TO THE SMALL PLATFORM NEARBY.



THIS SIDE OF THE LEVEL IS SIMILAR TO THE OTHER, BUT YOU'LL ALMOST CERTAINLY WANT TO **Ⓢ**, **Ⓢ** TO AVOID GOING DOWN THE PATH WITHOUT FIRST LANDING ON THE PLATFORM.



DROP FROM THE SMALL PLATFORM ABOVE AND FALL ALONG THE SLOPE OF THE WALL.



ONCE YOU'RE PAST THE OBSTRUCTION, AIR-JUMP AND **Ⓢ**, **Ⓢ** TO GET ABOVE THE SMALL PLATFORM.

SAMUS ARAN

FOR PURE ATHLETICISM, SAMUS IS HARD TO BEAT. FEW FIGHTERS IN THE GAME CAN MATCH HER JUMPING ABILITY, AND HER CONTROL IN MIDAIR IS SECOND TO NONE. PERHAPS NO OTHER GAME CHARACTER COMBINES SO MANY UNIQUE ABILITIES, BUT THAT MAKES MASTERING HER CONTROLS TOUGHER THAN MANY BEGINNERS ARE COMFORTABLE WITH.

STILL, IF YOU'RE LOOKING FOR A CHARACTER WHO CAN DOMINATE ON ANY STAGE AGAINST ANY FOE, SAMUS IS WORTH THE EFFORT IT TAKES TO LEARN HER NUANCES.

CAME BIOGRAPHY:

SAMUS ARAN IS THE GALAXY'S TOUGHEST BOUNTY HUNTER. USING A SPECIAL SUIT, SHE PERFORMS DARING ACROBATIC FEATS IN ORDER TO PURSUE THE AIRBORNE LIFE FORM METROID THROUGH THE UNIVERSE.



YOU HAVE ONE CHANCE TO LAND ON THE SMALL PLATFORM OR LINK SLIPS DOWN THE CHUTE.



BASIC MOVES

- ↑, (A) HIGH KICK
- ⇐ OR ⇒, (A) FRONT KICK
- ⇐ PUNCH
- ↓, (A) LOW LEG SWEEP
- (A), (A), (A) PUNCH FLURRY
- ↑ + (A) FLAMING ARM
- ⇐ OR ⇒ + (A) MUSCLE PUNCH
- ↓ + (A) LOW LEG SPIN

THROWS

- (R) (Z) + (A) THEN ⇒ OR ⇐
- GRAPPLE AND TOSS

AIR

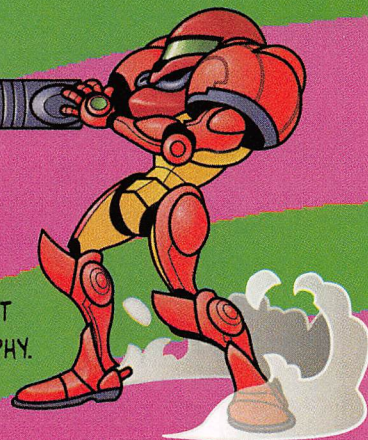
- ↑, (A) RISING SPIN KICK
- ⇒, (A) INFERNO
- ⇐, (A) SPINNING BACK KICK
- (A) FRONT KICK
- ↓, (A) FALLING SMASH

DASH

- ⇒ OR ⇐, (A) SHOULDER SMASH

HOME STAGE: PLANET ZEBES

SAMUS'S HOME STAGE IS ONE OF THE GAME'S TOUGHEST, BUT THAT'S NOT ENTIRELY DUE TO THE SMALL ISLAND'S GEOGRAPHY. ALTHOUGH THOSE IRREGULAR ROCK FORMATIONS OCCASIONALLY IMPOSE THEMSELVES ON THE BATTLE, THE BIG OBSTACLE ON PLANET ZEBES IS A HOTFOOT WAITING TO HAPPEN: WITH VERY LITTLE WARNING, THE MOLTEN SEA SWELLS TO ENGULF EVERYTHING EXCEPT THE UPPERMOST LEDGES. AFTER THE INITIAL FLOOD, THE LAVA SETTLES TO AN UNPREDICTABLE EBB AND FLOW, RISING TO VARIOUS HEIGHTS THAT FORCE COMPETITORS TO SCAMPER FOR HIGHER GROUND OR RISK GETTING LAVA-LAUNCHED INTO OBLIVION.



SAMUS IN BATTLE

SAMUS'S MOBILITY ISN'T THE ONLY THING SHE HAS GOING FOR HER IN A COMBAT SITUATION—NOT BY A LONG SHOT. IN FACT, HER CHARGE SHOT IS ONE OF THE GAME'S MOST POWERFUL DISTANCE ATTACKS. LIKE DK'S POWERFUL WIND-UP PUNCH, SAMUS'S BOLT OF ENERGY GROWS MORE POWERFUL THE LONGER YOU HOLD (B). IF SAMUS SCORES A DIRECT HIT, A FULLY CHARGED BOLT OF ENERGY CAN EASILY KNOCK AN ENEMY FROM THE STAGE, EVEN IF THE FOE'S DAMAGE METER IS RELATIVELY LOW.

SAMUS'S OVERALL STYLE SHOULD BE HIT-AND-RUN, BACKING OFF FOR A BIG BLAST WHENEVER THERE'S AN OPPORTUNITY. IN A CLOSE-QUARTERS SLUGFEST WHERE HER CHARGE SHOT CAN'T BUILD POWER AND HER ATHLETICISM IS A NONFACTOR, SAMUS BECOMES AN AVERAGE FIGHTER.



KEEP AN EYE ON THAT LAVA WHEN YOU VISIT PLANET ZEBES. THE SLIGHTEST TOUCH CAN SEND A FIGHTER HURLING SKYWARD.



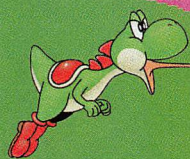
SAMUS CAN USE HER ENERGY BEAM TO GRAB FOES FROM A DISTANCE, BUT HER WORLD'S IRREGULAR LANDSCAPE SOMETIMES INTERFERES.



SAMUS'S STANDARD SIDWAYS (A) ATTACK FORM HAS A SMALL FLAMING COMPONENT. YOU MUST EXECUTE IT IN MIDAIR FOR THE FULLEST EFFECT.



SAMUS'S LONG LEGS CAN DELIVER A POWERFUL OVERHEAD KICK WITH A SIMPLE (A), ↑ MANEUVER.



Characters & Bonus Levels



PRESSING **A** WHILE SAMUS CHARGES INTO AN OPPONENT CAUSES HER TO LOWER A BROAD SHOULDER FOR DECENT DAMAGE.



PULLING OUT OF HER TUCKED POSITION, SAMUS CAN STRIKE EXTRAORDINARILY FAST WITH HER LOW-ANGLED **A** ATTACK.

SAMUS'S SPECIAL MOVES

SAMUS HAS A NICE SELECTION OF SPECIAL MOVES, INCLUDING THE ABILITY TO DROP BOMBS FROM HER TUCKED JUMPING POSITION, AND THE AFOREMENTIONED CHARGE SHOT, WHICH GROWS MORE POWERFUL THE LONGER YOU HOLD IT (UP TO AROUND FIVE SECONDS). HER UPWARD **B** ATTACK IS PROBABLY THE EASIEST TO EXECUTE IN A CROWDED FIGHT, AND IT'S VERY HARD FOR AN OPPONENT THUS ASSAULTED TO BREAK FREE FROM THE MERCILESS ENSUING COMBO.



B MOVE: CHARGE SHOT

THE LONGER YOU CAN HOLD THE CHARGE SHOT, THE LARGER THE ENERGY BALL GROWS—AND THE MORE DAMAGE IT WILL DO.



B, **↑** MOVE: SCREW ATTACK

A BRUTAL UPWARD ASSAULT, THE SCREW ATTACK IS SAMUS'S DEVASTATING COMBO-MAKER.



B, **↓** MOVE: BOMB

SAMUS CAN DROP THE BOMB ANYTIME. DOING SO FROM THE APEX OF A TUCKED LEAP KEEPS HER RELATIVELY SAFE.

BONUS LEVEL 1: BREAK THE TARGETS



THE FIRST THREE TARGETS ARE EASY—TWO IN THE STARTING AREA AND ONE ON THE HIGH OVERHEAD PLATFORM. AIR-JUMP AND **B**, **↑** TO GET OUT OF THE HOLE.



DO ANOTHER AIR-JUMP AND YOUR **B**, **↑** MOVE TO SNAG THE TARGET ON HIGH, ABOVE THE LEFT SIDE OF THE STRUCTURE.



DROP A BOMB INTO THE GAP BETWEEN THE LEDGES TO POP ANOTHER TARGET; THEN RETURN TO THE CENTRAL WHITE PLATFORM.



FROM THE HIGHEST POINT OF THE RISING WHITE PLATFORM, JUMP RIGHT AND DO A MIDAIR **A** ATTACK TO TAKE OUT TARGET NUMBER SIX. ANGLE YOUR FALL BACK TOWARD THE WHITE PLATFORM.



DROP ANOTHER BOMB BETWEEN THE LEDGES TO TAKE OUT ANOTHER TARGET.



FROM THE SMALL PLATFORM ON THE RIGHT, JUMP TO THE RIGHT AND **A** ATTACK ANOTHER TARGET. AGAIN, ANGLE YOUR FALL TOWARD THE TALL STRUCTURE.



AS YOU FALL PAST THE DOWN ARROW, **A** ATTACK ANOTHER TARGET OR JUMP UP TO NAIL IT FROM THE PLATFORM BELOW.



FROM THE LOWER PLATFORM, POWER UP A CHARGE SHOT AND TAKE OUT THE FINAL TARGET BELOW THE LEVEL START.

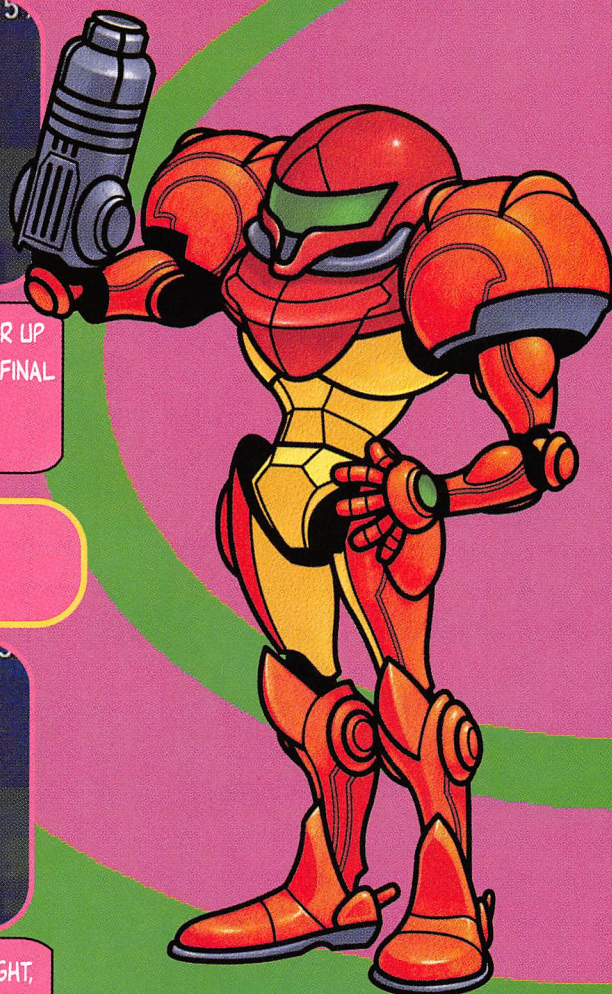
BONUS LEVEL 2: BOARD THE PLATFORMS



FOLLOW THE NARROW PASSAGE TO THE FIRST PLATFORM, THEN JUMP FROM THE PASSAGE AND AIR-JUMP TO THE PLATFORM JUST ABOVE.



JUMP AND THEN AIR-JUMP TO THE RIGHT, TO THE THIRD PLATFORM.





Characters & Bonus Levels



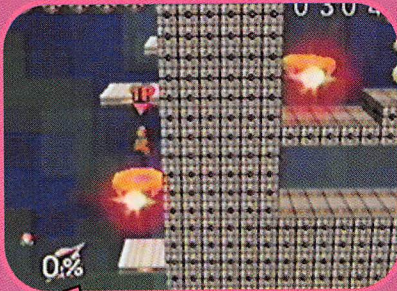
STEP OFF THE THIRD PLATFORM AND ANGLE FOR THE PLATFORM BELOW.



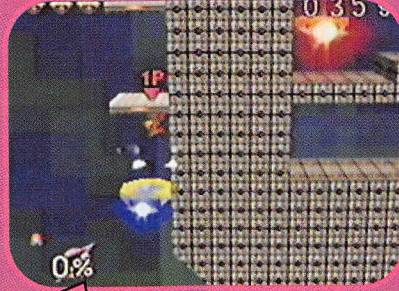
RETURN TO THE PLATFORM NEAREST THE STARTING LEDGE AND STEP OFF SO SAMUS FALLS ALONG THE ANGLE OF THE STRUCTURE ABOVE. AIR-JUMP AS YOU REACH THIS POSITION.



AT THE APEX OF THE FOREGOING AIR-JUMP, DO YOUR Ⓢ, ↑ MOVE TO REACH THE NEXT PLATFORM.



FROM THE LEFT EDGE OF THE LOWER PLATFORM, JUMP, AND THEN AIR-JUMP AND Ⓢ, ↑ TO PROGRESS UP THE DESCENDING LEDGES.



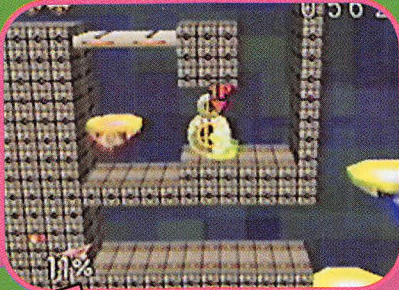
IT'S SAFER TO LAND ON THE PLATFORM AMIDST THE LEDGES IF YOU KEEP AIR-JUMPING AND USING Ⓢ, ↑ TO ASCEND, AND THEN DROP FROM NEAR THE TOP TO MAKE THE SCORE.



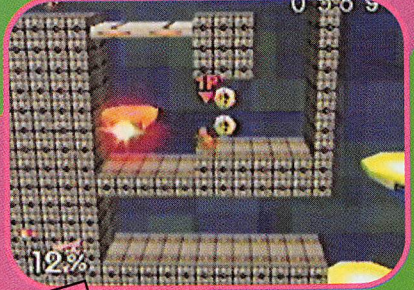
FROM THE LEDGE ABOVE THE DESCENDING LEDGES, YOU CAN SPY A PLATFORM HIGH ABOVE.



JUMP, AIR-JUMP, AND Ⓢ, ↑ FROM THE UPPER LEDGE, ANGLING FOR THE PLATFORM. BE SURE TO USE THE SCREW ATTACK AT THE APEX OF THE AIR JUMP.



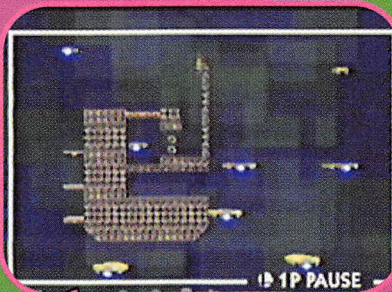
AIR-JUMP BACK TO THE STRUCTURE AND USE SAMUS'S SHIELD TO GET YOU CLOSE TO THE BUMPERS.



FROM AS CLOSE AS YOUR WANING SHIELD WILL LET YOU GET, ROLL ALONG THE GROUND TO THE PLATFORM BEYOND.



JUMP UP THROUGH THE CEILING ABOVE THE PLATFORM, AND FROM THERE TO THE NARROW LEDGES ABOVE THE HIGH WALL.



PAUSE THE GAME AND CHECK THE WIDE-ANGLE VIEW. THE LAST PLATFORM IS AT THE LIMIT OF SAMUS'S JUMPING ABILITY, SO POSITION YOURSELF RIGHT AT THE EDGE OF THE LEDGE.



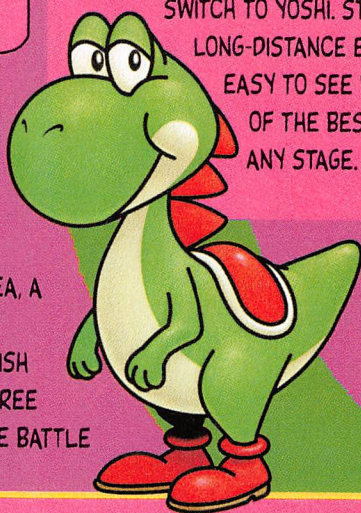
JUMP FROM THE EDGE TOWARD THE DISTANT PLATFORM, AND AIR-JUMP AS YOU REACH THE SAME ELEVATION AS THE DISTANT GOAL.



AT THE APEX OF THE AIR JUMP, ANGLE YOUR $\odot$, $\uparrow$ MOVE TOWARD THE PLATFORM. IT'S GOING TO BE OH-SO-CLOSE

HOME STAGE: YOSHI'S ISLAND

YOSHI'S HOME IS ONE OF THE GAME'S SIMPLER STAGES, WITH A CENTRAL AREA, A FEW LEDGES, AND A COUPLE OF PUFFY CLOUDS FLOATING NEARBY. THE SMALLISH ISLAND FEELS CROWDED EVEN WITH THREE PLAYERS, BUT THAT JUST TURNS UP THE BATTLE PITCH A BIT.



YOSHI

WHEN IT COMES TO UNIQUE TALENTS, YOSHI'S SKILL SET STANDS ALONE. HE'S THE ONLY CHARACTER IN THE GAME WITHOUT A LEGITIMATE "SAVING MOVE"—THOSE $\odot$, $\uparrow$ ATTACKS THAT GAIN ADDITIONAL ALTITUDE AFTER A MIDAIR LEAP. INSTEAD, YOSHI KIND OF GRUNTS AND KICKS HIS FEET FURIOUSLY FOLLOWING A MIDAIR LEAP, GAINING ALTITUDE SEEMINGLY THROUGH FORCE OF WILL.

IN A WAY, NOT HAVING TO WORRY ABOUT $\odot$, $\uparrow$ SELF-PRESERVATION IS EASIER, BUT IT CAN BE A LITTLE HARD TO ADJUST TO IF YOU PLAY ANOTHER CHARACTER, AND THEN SWITCH TO YOSHI. STILL, ONCE YOU GET A FEEL FOR HIM—ESPECIALLY HIS

LONG-DISTANCE EGG TOSS—IT'S EASY TO SEE WHY HE'S ONE OF THE BEST FIGHTERS ON ANY STAGE.

GAME BIOGRAPHY:

YOSHI IS THE FRIENDLY DINOSAUR OF YOSHI'S ISLAND. HE BEGAN AS MARIO'S PARTNER, BUT HAS EVOLVED HIS OWN IDENTITY AND NOW APPEARS IN MANY GAMES. HIS UNIQUE ABILITY TO TURN WHATEVER HE SWALLOWS INTO AN EGG IS HIS FOREMOST ATTACK. YOSHIS COME IN A RAINBOW OF COLORS AND ARE SAID TO HAVE HIGH IQS.

BASIC MOVES

- $\uparrow$, $\odot$ NOSE FLIP
- $\leftarrow$ OR $\rightarrow$, $\odot$ ROUNDHOUSE KICK
- $\leftarrow$ FRONT KICK
- $\downarrow$, $\odot$ LOW TAIL SWIPE
- $\odot$, $\odot$, $\odot$ KICK FLURRY
- $\uparrow$ + $\odot$ JUMPING HEAD SMASH
- $\leftarrow$ OR $\rightarrow$ + $\odot$ HEAD SLAM
- $\downarrow$ + $\odot$ TAIL WHIP

THROWS

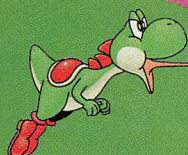
$\triangle$ (OR $\square$) + $\odot$ THEN $\rightarrow$ OR $\leftarrow$ SPIT TOSS

AIR

- $\uparrow$, $\odot$ JUMPING TAIL SNAP
- $\rightarrow$, $\odot$ FALLING HEAD BUTT
- $\leftarrow$, $\odot$ BACKWARD DOUBLE KICK
- $\odot$ FRONT KICK
- $\downarrow$, $\odot$ FALLING FEET OF FURY

DASH

- $\rightarrow$ OR $\leftarrow$, $\odot$ CHARGING HEAD BUTT



Characters & Bonus Levels

BIG TIP: STICK TO THE LEDGES AS MUCH AS YOU CAN, OR AT LEAST KEEP AN EYE PEELED FOR FALLING GOODIES. MANY PLAYERS RELISH THE SECURITY OF THE NICE FLAT ISLAND BELOW, AND IF YOU PAY ATTENTION TO THE LEDGES, OFTEN YOU CAN BEAT AN ENEMY TO A VALUABLE WEAPON. CONSIDER CRUSHING ENEMIES BELOW WITH AN ARRIVING CONTAINER, FALLING TO GROUND LEVEL IMMEDIATELY AFTERWARD TO SCOOP UP WHAT WAS WAITING INSIDE. THAT TACTIC ALONE CAN TURN THE TIDE IN A BIG HURRY.



THE CLOUDS ON EITHER SIDE OF YOSHI'S ISLAND WILL SUPPORT A PLAYER, BUT ONLY FOR A FEW SECONDS.

YOSHI IN BATTLE

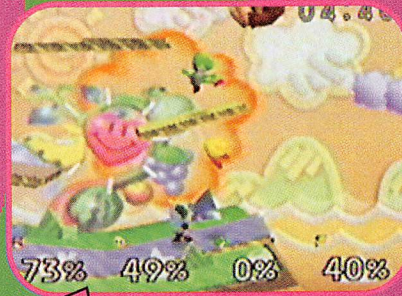
YOSHI'S UNIQUE COMBAT ABILITIES CENTER AROUND HIS EGG-CENTRICITIES, IF YOU WILL, BUT HIS RAPIDLY PUMPING LEGS ARE ALSO LITTLE GREEN COMBO MACHINES WAITING TO KICK INTO HIGH GEAR. PERHAPS YOSHI'S BEST TRICK IS THE ABILITY TO SWALLOW UP OPPONENTS AND ENCASE THEM IN A SUITABLY SIZED EGG. AT THAT POINT, YOSHI (AND ANYONE ELSE IN THE VICINITY) CAN RAIN ABUSE ON THE HELPLESS VICTIM, UNTIL A FEW OF THE OPPONENTS FRANTIC CONTROL STICK MOVEMENTS BREAK OPEN THE SHELL.



WHEN IT COMES TO COMBOS, NO OTHER $\odot$, $\downarrow$ ATTACK IN THE GAME SCORES AS MANY HITS AS YOSHI WHEN HE DROPS ON A FOE FROM ABOVE.



A RUNNING YOSHI CAN DELIVER A NASTY HEAD BUTT WITH HIS $\odot$ ATTACK.



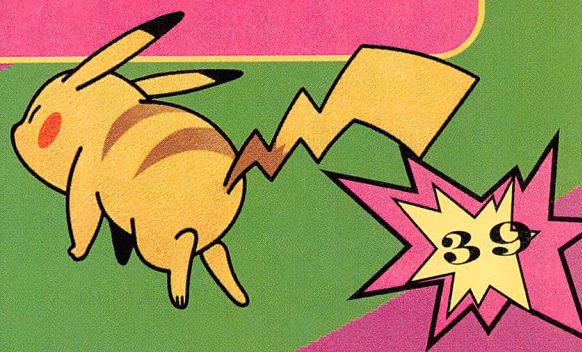
ALTHOUGH YOSHI'S UPWARD $\odot$ ATTACK MODE DOESN'T HAVE THE SAME COMBO POTENTIAL AS HIS DOWNWARD ONE, HIS POWERFUL LEGS CAN STILL LAUNCH THE LITTLE GUY LIKE A MISSILE.



IN ADDITION TO ENCASING OTHER FIGHTERS IN EGGS, YOSHI CAN TAKE COVER IN A SHELL SHIELD OF HIS OWN MAKING.

YOSHI'S SPECIAL MOVES

IF YOSHI CAN LURE AN OBLIVIOUS VICTIM NEAR THE EDGE OF THE STAGE—WITH YOSHI'S LITTLE GREEN HINDQUARTERS POINTED TOWARD THE EDGE—ANY OPPONENT SUCKED-IN AND EGGED-OUT WILL FALL OFF THE PLAYING FIELD AND INTO THE ABYSS. COOL. YOSHI'S EGG-THROWING ABILITY REQUIRES SOME PRACTICE, BUT HE CAN SPIT THEM OUT AT A GOOD RATE AND FOR A CONSIDERABLE DISTANCE, AND HIS HIP-SMASH BOMB MOVE IS SIMPLY BRUTAL.





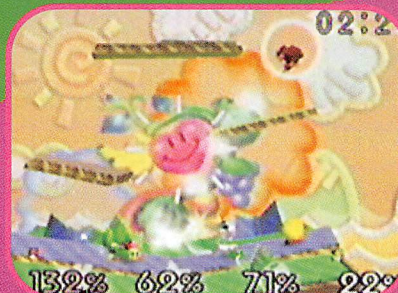
Ⓑ MOVE: EGG LAY

IF YOU CAN LURE AN OPPONENT TO THE EDGE OF THE STAGE, YOSHI CAN SWALLOW YOUR FOE AND TOSS HIM OR HER OVER THE EDGE.



Ⓑ, ↑ MOVE: EGG THROW

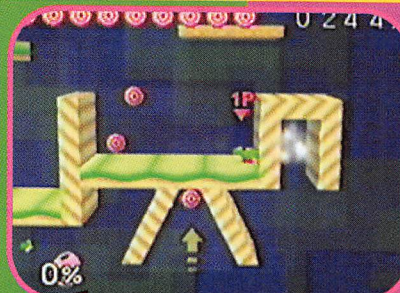
THE LONGER YOU HOLD Ⓑ, THE FARTHER YOSHI CAN THROW EGGS.



Ⓑ, ↓ MOVE: HIP DROP

DONE FROM A CONSIDERABLE HEIGHT, YOSHI'S HIP-DROP BOMB MOVE IS ONE OF THE GAME'S MOST EFFECTIVE SMASH ATTACKS.

BONUS LEVEL 1: BREAK THE TARGETS



USE YOSHI'S HEAD BUTT, TOWARD + Ⓐ, TO BREAK THE TARGET THROUGH THE WALL.



TAKE OUT THE OTHER TWO NEARBY TARGETS AND FOLLOW THE PLATFORMS UP.



JUMP FROM THE HIGHEST ASCENDING PLATFORM AND SUSTAIN YOUR JUMP IN ORDER TO REACH THE GREEN LEDGE ABOVE.



YOU CAN ALSO REACH THE TARGET ON THE GREEN LEDGE WITH AN EGG THROW Ⓑ, ↑.



STEP OFF THE GREEN LEDGE AND TOSS AN EGG UP AT THE TARGET ON THE OTHER SIDE OF THE WALL. THERE'S A PLATFORM BELOW IF YOU NEED TO JUMP UP AND MAKE ANOTHER ATTEMPT.



DROP UNDER THE LAST LEDGE AND GET THE TARGET BELOW; THEN RETURN TO THE LEDGE ABOVE AND FOLLOW THE ARROW, JUMPING LEFT.



Characters & Bonus Levels



FROM THE ADJACENT LEDGE, HOP UP AND TOSS EGGS AT THE TWO TARGETS ABOVE.



AFTER TAKING CARE OF THE UPPER EGGS, STAND AT THE EDGE OF THE LOWER LEDGE AND → THE TARGET OUT OF THE AIR.



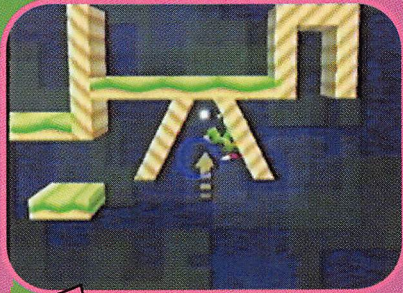
PAUSE THE GAME TO GET A GOOD LOOK AT THE MOVING GREEN LEDGE BELOW.



JUMP TOWARD THE MOVING LEDGE AS IT REVERSES BACK TOWARD YOUR POSITION. FROM HERE, DO YOUR AIR-JUMP AND SUSTAIN YOUR JUMP UNTIL YOU GET TO THE PLATFORM.



YOU MUST JUMP FROM THE MOVING LEDGE TO CONSERVE ALTITUDE, SO DON'T LET IT GET TOO CLOSE TO THAT OBSTRUCTING, ANGULAR WALL.



ONCE YOU'RE CLEAR OF THE OBSTRUCTING WALL, PERFORM YOUR MIDAIR JUMP AND SUSTAIN YOUR JUMP TOWARD THE FINAL TARGET.

BONUS LEVEL 2: BOARD THE PLATFORMS



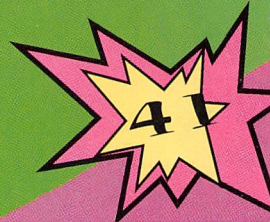
JUMP FROM THE EDGE OF THE FIRST PLATFORM. THEN AIRJUMP AND SUSTAIN THE JUMP IN ORDER TO ALIGHT BRIEFLY ON THE RETRACTING SECTION OF WALL.



JUMP FROM THE RETRACTING WALL AND AIR-JUMP UP, ANGLING LEFT TO LAND ON THE SECOND GOAL.

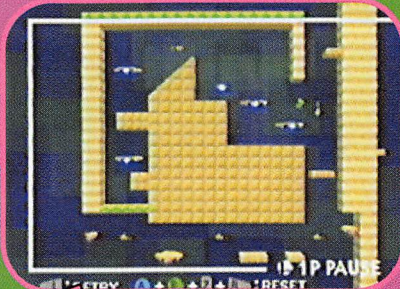


JUMP FROM THE EDGE OF THE SECOND TARGET AND AIR-JUMP PAST THE SLOPE TO THE SMALL PLATFORM BEYOND.





FOLLOW THE DESCENDING ROW OF PLATFORMS TO THE LAST IN LINE.



PAUSE THE GAME TO GET A GOOD LOOK. THE PLATFORM YOU WANT TO HIT IS CYCLING AROUND AMIDST A SERIES OF DESCENDING LEDGES.



THE LEDGES DESCEND VERY QUICKLY, SO YOU MUST JUMP UP WHILE THE PLATFORM IS STILL ABOVE YOU AND WAIT FOR IT TO PASS BY.



WHEN THE PLATFORM IS BELOW YOU, DO YOSHI'S @, ↓ MOVE TO CATCH UP TO IT. JUMP OFF AS SOON AS YOU HIT AND ANGLE FOR THE PLATFORM JUST TO THE RIGHT.



STEP OFF THE EDGE OF THE PLATFORM BENEATH THE WALL, AND THEN AIR-JUMP BEHIND ONE OF THE RAPIDLY DESCENDING LEDGES TO THE LEDGE BEYOND. JUMP TO THE LONGER LEDGE NEARBY.

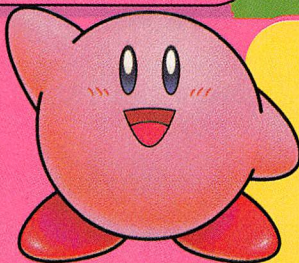


RIDE THE LONG LEDGE UNTIL IT CHANGES DIRECTION, JUMPING FROM THE LEFT EDGE TO AIR-JUMP TOWARD THE LARGE PLATFORM. FROM THERE, THE FINAL SMALL PLATFORM IS JUST A JUMP AND AN AIR-JUMP AWAY.

KIRBY

KIRBY'S BALLOON-LIKE BODY MAKES HIM ONE OF *SUPER SMASH BROS.* TRUE LIGHTWEIGHTS, AND ONE OF THE MORE DIFFICULT FIGHTERS IN THE GAME TO LEAD TO VICTORY. MOST GAME CHARACTERS TREAT HIM LIKE A BEACHBALL IF GIVEN HALF A CHANCE, AND IT'S MINIMIZING THOSE CHANCES THAT MAY SEE KIRBY WIN THE DAY.

EVEN WHEN THE LITTLE MIMIC GETS SMACKED A GOOD DISTANCE, HIS FEATHER WEIGHT LETS HIM DECELERATE QUICKLY TO STAY RELATIVELY CLOSE TO THE STAGE. THAT, ALONG WITH THE FACT THAT KIRBY IS ONE OF TWO GAME CHARACTERS WHO CAN JUMP MORE THAN ONCE IN MIDAIR (THE OTHER IS THE HIDDEN JIGGLYPUFF) AT LEAST MAKES HIM HARD TO FINISH OFF.



GAME BIOGRAPHY:

THE DIMINUTIVE KIRBY HAILS FROM A DISTANT, PEACEFUL STAR. AS HIS SIMPLE APPEARANCE IMPLIES, HE'S EASY TO UNDERSTAND: KIRBY EATS WHEN HE'S HUNGRY AND SLEEPS WHEN HE GROWS TIRED. NEVERTHELESS, KIRBY IS A FORMIDABLE OPPONENT. IN ADDITION TO HIS DISTINCT FLYING AND SWALLOWING SKILLS, HE CAN COPY ENEMY ATTACKS FOR EVER-CHANGING ACTION.

BASIC MOVES

- ↑, (A) NOSE FLIP
- ⇐ OR ⇒, (A) ROUNDHOUSE KICK
- ⇐ FRONT KICK
- ↓, (A) LOW TAIL SWIPE
- (A), (A), (A) KICK FLURRY
- ↑ + (A) JUMPING HEAD SMASH
- ⇐ OR ⇒ + (A) HEAD SLAM
- ↓ + (A) TAIL WHIP

THROWS

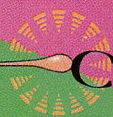
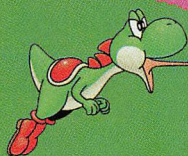
⇐ (OR) (Z) + (A) THEN ⇒ OR ⇐ SPIT TOSS

AIR

- ↑, (A) JUMPING TAIL SNAP
- ⇒, (A) FALLING HEAD BUTT
- ⇐, (A) BACKWARD DOUBLE KICK
- (A) FRONT KICK
- ↓, (A) FALLING FEET OF FURY

DASH

- ⇒ OR ⇐, (A) CHARGING HEAD BUTT



Characters & Bonus Levels

HOME STAGE: DREAM LAND

KIRBY CAN'T GET A BREAK, EVEN ON HIS OWN HOME STAGE, WHERE A SINISTER WIND OCCASIONALLY BLOWS FROM THE TREE WITH ITS FACE NEAR THE LEFT EDGE. KIRBY'S LIGHT WEIGHT MAKES HIM PARTICULARLY SUSCEPTIBLE TO GETTING BLOWN AWAY, SO BE READY TO FIGHT THE FLOW WITH KIRBY'S EXTENDED AERIAL JUMPING ABILITIES. THE WIND EFFECT ISN'T TOO BAD IF YOU AREN'T STANDING NEAR THE TREE WHEN IT BEGINS TO BLOW. RIGHT NEXT TO IT, HOWEVER, EVEN THE HEAVIEST CHARACTERS MUST TAKE SOME COUNTER-MEASURES TO STAY ON SOLID GROUND.



THE WINDY TREE OCCASIONALLY CAN PROVIDE AN ADDED DISTRACTION THAT ACTUALLY AIDS A FIGHTER'S CAUSE—VERY OCCASIONALLY.

KIRBY IN BATTLE

KIRBY'S BEST TRICK IS HIS ABILITY TO SUCK UP AN OPPONENT À LA YOSHI, SPIT THE ENEMY OUT, AND THEN MIMIC THAT OPPONENT'S UNIQUE ABILITIES. OF COURSE, KIRBY ISN'T WITHOUT ABILITIES OF HIS OWN, BUT TAKING ON THE COMPETITION'S SPECIAL MOVES IS OFTEN A BETTER OPTION.

IF YOU'VE GAINED A CERTAIN LEVEL OF MASTERY WITH MOST FIGHTERS IN THE GAME, IT MAKES SENSE TO TAKE KIRBY INTO BATTLE WITH THAT IN MIND. IF YOU'RE JUST GETTING STARTED WITH *SUPER SMASH BROS.*, HOWEVER, EMPLOYING THE SKILLS OF ONE OR TWO FIGHTERS MAY BE ENOUGH OF A CHALLENGE. CONSTANTLY SWITCHING SPECIAL MOVES DURING A MATCH CAN BE A LOT FOR A NOVICE TO HANDLE.



KIRBY'S MIDAIR  ATTACK TOWARD A FOE PRODUCES A FINE SPINNING COMBO KICK.



WHEN KIRBY IS ON THE GROUND RUNNING TOWARD HIS TARGET, HIS  ATTACK USUALLY INVOLVES A STINGING TOE JAB.



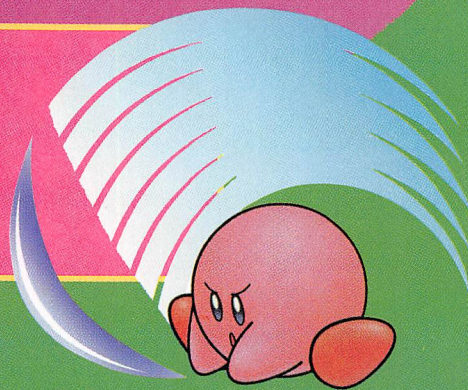
DROPPING STRAIGHT DOWN ON AN OPPONENT, KIRBY'S ,  ATTACK IS ANOTHER GOOD SPINNING COMBO MAKER.



THE TIME IT TAKES KIRBY TO PUFF BACK TO THE STAGE CAN LET HIM SNEAK UP ON AN ENEMY (IF HE CAN MAINTAIN ALTITUDE).

KIRBY'S SPECIAL MOVES

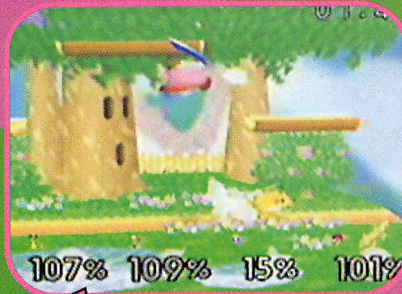
KIRBY'S OWN SPECIAL MOVES INCLUDE A TRULY VICIOUS DOWNWARD SWORD HACK AND THE ABILITY TO TURN INTO AN INVULNERABLE HUNK OF STONE.





Ⓑ MOVE: SWALLOW

(PRESS Ⓑ AGAIN TO COPY, OR Ⓒ TO RELEASE)
YOU CAN TELL WHEN KIRBY'S COPIED A FOE, AS HE DONS PART OF THEIR COSTUME.



Ⓑ, ↑ MOVE: FINAL CUTTER

KIRBY'S BRUTAL DOWNWARD SWORD CHOP IS EVEN MORE DAMAGING IF YOU CAN EXECUTE IT IN MIDAIR.



Ⓑ, ↓ MOVE: STONE

KIRBY TAKES NO DAMAGE IN STONE FORM, BUT THE MOVE IS BEST USED FOR OFFENSE. TRY IT WHEN KIRBY IS FLOATING HIGH ABOVE AN UNSUSPECTING FOE.

BONUS LEVEL 1: BREAK THE TARGETS



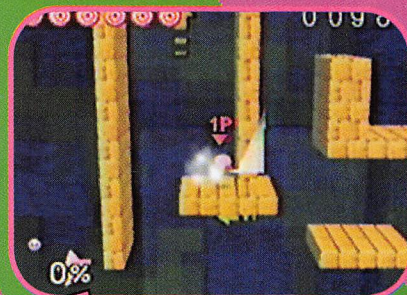
BUST THE TARGET NEAR THE LEVEL START, AND THEN JUMP UP TO GET AT THE SECOND TARGET WITH A Ⓑ, ↑.



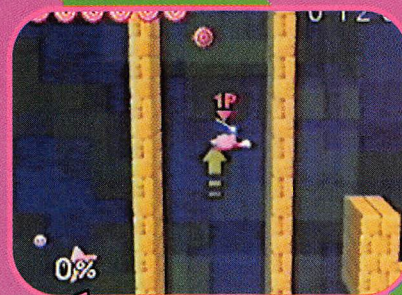
JUMP UP ON THE LEFT EDGE OF THE STARTING LEDGE AND DROP TO THE LEDGE BELOW.



FROM THE LOW LEDGE, MOVE KIRBY ALONG, HUGGING THE UNDERSIDE, TO GET RIGHT BESIDE THE LEDGE.



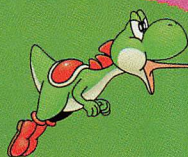
FROM BESIDE THE LEDGE, PERFORM THE Ⓑ, ↑ MOVE TO REACH THE TARGET JUST ABOVE.



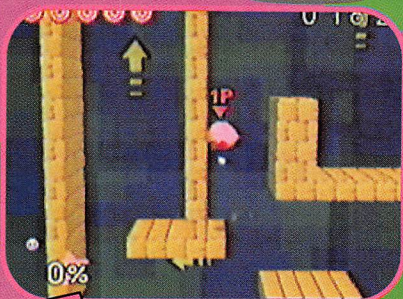
JUMP UP TOWARD THE TARGET OVERHEAD. YOU MUST DO ANOTHER Ⓑ, ↑ TO REACH IT, SO ANGLE BACK TOWARD THE LEDGE BELOW AS YOU DROP.



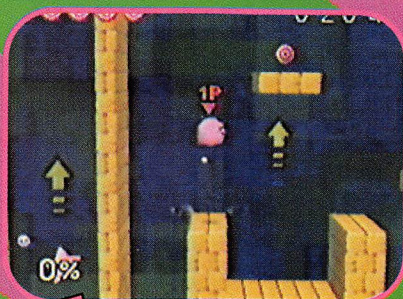
STEP OFF THE LOW LEDGE AND AIR-JUMP TO THE NARROWER LEDGE OPPOSITE THE WALL.



Characters & Bonus Levels



FROM THE NARROW LEDGE, JUMP BACK TO THE LEVEL START.



FROM BESIDE THE STARTING POINT, JUMP TO THE LEDGE OVERHEAD AND CLAIM THE TARGET THERE.



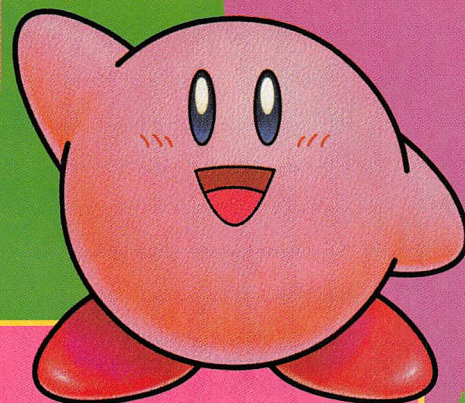
JUMP FROM THE LOWER LEDGE TO THE LARGER PLATFORM ABOVE, AND FROM THERE TO THE HIGH LEDGE ON THE RIGHT.



SAIL ABOVE THE OPENING AND USE THE **B**, **↓** MOVE TO TURN TO STONE AND THEN DROP.



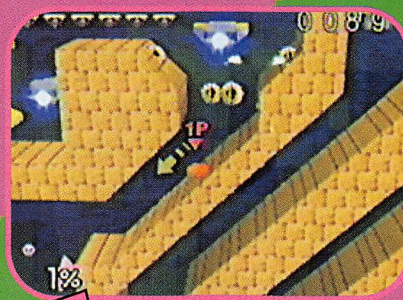
STONE KIRBY WILL TAKE OUT TWO TARGETS WHILE FALLING THROUGH THE SHAFT—AND THE FINAL GOAL WHEN HE DROPS OUT THE BOTTOM END.



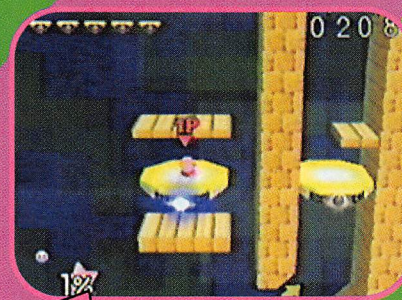
BONUS LEVEL 2: BOARD THE PLATFORMS



TAG THE THREE PLATFORMS NEAR THE LEVEL START AND FOLLOW THE PATH TO THE RIGHT.



JUMP OFF THE RIGHT-HAND SIDE OF THE FOURTH PLATFORM AND TURN TO STONE TO FALL ALONG THE SLOPE TO THE FLAT SPACE BELOW.



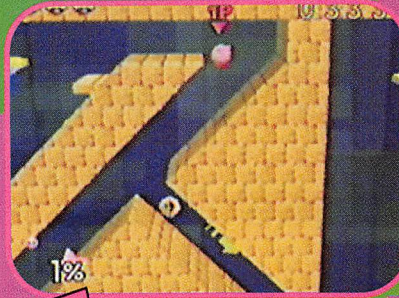
FOLLOW THE PATH DOWN TO THE LEDGE ABOVE THE PLATFORM. STEP OFF THE SIDE AND FLOAT DOWN TO TOUCH BASE.



STEP OFF THE RIGHT-HAND SIDE OF THE PLATFORM AND FALL TO THE OPENING IN THE WALL ON THE RIGHT. AIR-JUMP UP THE SHAFT, USING THE , MOVE TO MAKE A FINAL LUNGE FOR THE OVERHEAD PLATFORM.



JUMP UP ON THE CONVEYOR AND RIDE IT TO THE TOP. THEN JUMP OFF TO ALIGHT ON THE NEARBY PLATFORM.



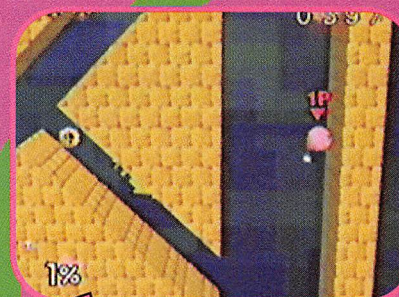
JUMP TO THE LEDGE BEYOND THE CONVEYOR, AND FROM THERE TO NEAR THE FAR-RIGHT WALL. TURN TO STONE, AND DROP.



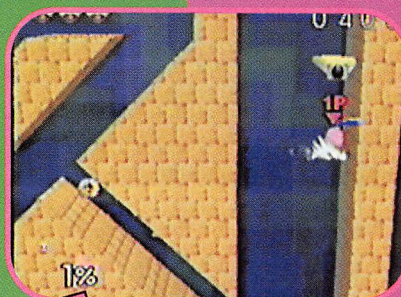
AGAIN, KIRBY'S STONE SELF SHOULD SAFELY BYPASS THE BUMPER.



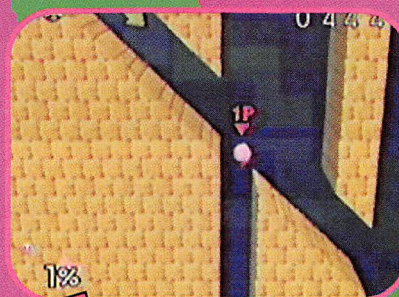
QUICKLY TURN BACK INTO REGULAR KIRBY ONCE YOU'RE PAST THE BUMPER, AND GET READY TO JUMP UP AT THE END OF THE SLOPE.



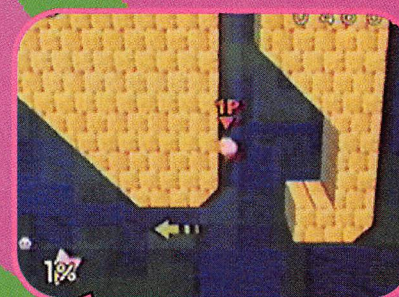
JUMP FROM THE BOTTOM OF THE SLOPE AND CONTINUE TO AIR-JUMP UP THE WALL ON THE RIGHT.



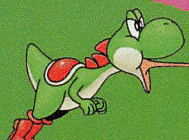
WHEN YOU'VE EXHAUSTED KIRBY'S JUMPING ABILITY, USE THE , MOVE TO REACH THE HIGH PLATFORM.



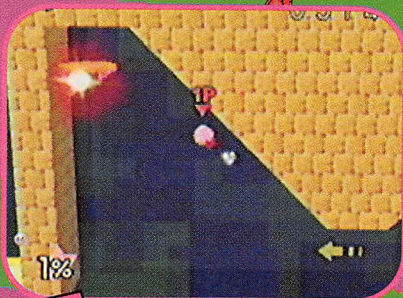
FROM THE HIGH PLATFORM, FLOAT DOWN THROUGH THE NARROW SHAFT BELOW. DON'T USE ANY JUMPS!



HUG THE CURVE OF THE WALL ON THE LEFT AS KIRBY DESCENDS, READY TO BEGIN JUMPING UP ALONG THE DIAGONAL CEILING AS SOON AS KIRBY CLEARS THE BOTTOM OF THE WALL.



Characters & Bonus Levels



JUMP UP ALONG THE DIAGONAL TOWARD THE PLATFORM HIGH ABOVE.



AGAIN, YOU MUST USE A FINAL CUTTER TO REACH YOUR OVERHEAD GOAL.



STEP FROM THE SMALL, HIGH PLATFORM AND HUG THE WALL ON THE LEFT AS KIRBY DROPS.



AS BEFORE, HUG THE WALL UNTIL YOU CAN BEGIN JUMPING UP. YOU MAY WANT TO APPLY ONE LAST FINAL CUTTER FOR EMPHASIS.

HOME STAGE: SECTOR Z

FOX'S HOME STAGE IS THE BACK OF HIS LONG SPACESHIP, WHICH MAKES FOR ONE OF THE GAME'S LARGER PLAYING SURFACES. AS THE BATTLE RAGES, THE ARWING SPACESHIP OCCASIONALLY GLIDES PAST, PAUSING TO PEPPER THE SHIP WITH POTENT LASER FIRE. IT'S PRUDENT TO MOVE PAST THE SHIP WHEN YOU SEE IT CRUISING IN CLOSE AND AVOID THE INDIGNITY OF A NONPLAYER KNOCK-OFF.

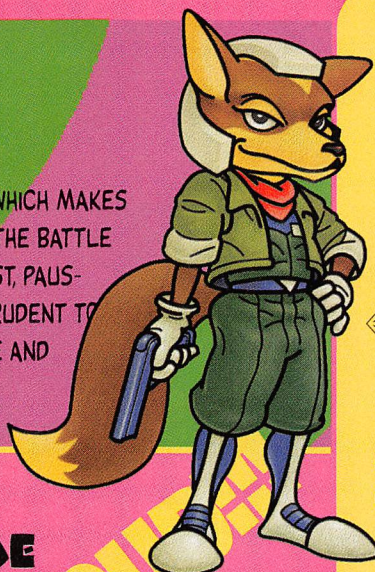


THE LARGE, SLOPED BACK OF THE SPACECRAFT IS ONE OF THE GAME'S LARGER PLAYING AREAS. DON'T OVERLOOK THE SECTION BEYOND THE TAIL FIN, WHERE CARRIERS OFTEN DROP.

FOX MCLOUD

FOX MCLOUD IS A QUICK AND AGILE COMBATANT. THUS, THE KEY TO USING HIM SUCCESSFULLY IS TO EXPLOIT HIS ATHLETIC ABILITY TO CHIP AWAY AT YOUR ENEMIES.

KEEP AIRBORNE AS MUCH AS POSSIBLE, AND CLOSE IN FOR THE KNOCK-OFF ONCE YOU'VE CREATED AN OPENING (USUALLY WITH THAT TRUSTY LASER BLASTER THAT COMES AS FOX'S STANDARD EQUIPMENT). FOX SEEMS LESS WELL-ROUNDED THAN SOME OTHER CHARACTERS AT FIRST, BUT THAT BLASTER GOES A LONG WAY TOWARD LEVELING THE PLAYING FIELD.



BASIC MOVES

- ↑, (A) UPPERCUT KICK
- ⇐ OR ⇒, (A) FRONT KICK
- (A) JAB
- ↓, (A) TAIL SWIPE
- (A), (A) JAB/HOOK COMBO
- (A), (A), (A) LIGHTNING KICK
- ↑ + (A) FLIP KICK
- ⇐ OR ⇒ + (A) DRILL KICK
- ↓ + (A) DOUBLE SPLIT KICK

THROWS

- GRAB, SHOULDER TOSS
- GRAB, BACKFLIP TOSS

AIR

- ↑, (A) FLIP KICK
- ⇒, (A) SIDWAYS DRILL
- ⇐, (A) REVERSE LUNGE KICK
- ↓, (A) DOWNWARD DRILL
- (A) FRONT KICK

DASH

- ⇐ OR ⇒ + (A) LUNGE KICK

GAME BIOGRAPHY:

FOLLOWING IN HIS LATE FATHER'S FOOTSTEPS AS THE YOUNG LEADER OF THE STAR FOX TEAM, FOX MCLOUD'S PILOTING OF THE ARWING COMBAT SHIP FOR THE LYLAION SYSTEM IS STILL FRESH IN OUR MEMORIES. HIS ONE WEAKNESS MAY BE HIS DIFFICULTY IN EARNING THE TRUST OF HIS TEAMMATES.

FOX IN BATTLE

FOX ISN'T ENTIRELY A ONE-TRICK PONY, BUT YOU MAY FIND YOURSELF LEANING ON THAT BLASTER WHENEVER YOUR FOES LET YOU GET AWAY WITH IT. WHY NOT GET IN AS MANY SHOTS AS YOU CAN FROM A DISTANCE IF YOU'RE DOING DECENT DAMAGE?

IT'S WHEN FOES CLOSE THE GAP THAT FOX MUST COME UP WITH A "PLAN B," AND GETTING MOBILE IS ABOUT HIS BEST OPTION. HE'S NO PUSHOVER, MIND YOU, BUT ONCE THE ENEMY LAYS HANDS—PAWS, WHATEVER—ON THE LITTLE RASCAL, THEY USUALLY CAUSE HIM SOME PAIN.

GET FOX AIRBORNE, AND USE HIS UPWARD AND DOWNWARD **A** ATTACKS TO ACHIEVE SOME DECENT COMBOS. UNDERSCORING THE SOMEWHAT DEFENSIVE NATURE OF HIS FIGHTING STYLE, ONE OF FOX'S SPECIAL MOVES IS A FORCE FIELD THAT DEFLECTS ENEMIES' DISTANCE ATTACKS BACK AT THEM AT ONE-AND-A-HALF TIMES THEIR ORIGINAL SPEED.



HE MAY BE A LITTLE CRITTER, BUT FOX'S **A** ATTACKS CAN PACK QUITE A PUNCH IF YOU PUT SOME MOMENTUM BEHIND THEM.



GET MCCLOUD UP IN THE AIR AND DIRECT HIS **A** ATTACK AT AN ENEMY TO RELEASE SOME KICKIN' COMBOS.



FOX MAY BE A BETTER FIGHTER ONE-ON-ONE THAN IN A CROWD. HIS JUMPING ABILITIES ARE ON PAR WITH EVEN THE RUBBER-LEGGED MARIO.



B MOVE:
BLASTER SHOT
AS LONG AS THE ENEMY LETS YOU GET AWAY WITH IT, KEEP UP A STEADY STREAM OF BLASTER FIRE.

FOX'S SPECIAL MOVES

IN ADDITION TO HIS BLASTER AND THE AFOREMENTIONED FORCE FIELD, FOX HAS A DECENT BIG-TICKET ATTACK IN HIS FIRE FOX. USE THE BLASTER TO SOFTEN UP THE OPPOSITION, AND THEN UNLOAD FIRE FOX WHEN ENEMIES CLOSE THE GAP.



B, **↑** MOVE: **FIRE FOX**
WITH A FLICK OF HIS FUZZY TAIL, MCCLOUD CAN EXECUTE AN IMPRESSIVE AERIAL ASSAULT. EVEN IF IT DOESN'T SEND AN ENEMY SAILING INTO SPACE, THE DAMAGE DONE IS IMPRESSIVE.



A, **X** MOVE: **REFLECTOR**
USE FOX'S REFLECTIVE FORCE FIELD TO TURN ENEMIES' ATTACKS AGAINST THEM.



Characters & Bonus Levels

BONUS LEVEL 1: BREAK THE TARGETS



COLLECT THE TARGET NEAR THE LEVEL START AND JUMP UP TO GET AT THE TWO TARGETS OVERHEAD.



IF YOU JUMP UPWARD AND DO THE FIRE FOX TO CLAIM THE FIRST TARGET, YOU CAN USE AN **A** ATTACK TO NAIL THE ONE HIGHER UP.



JUMP UP THE RIGHT-HAND SIDE OF THE STARTING PLATFORM, CLAIMING THE TARGET OFF THE SHORT LEDGE. JUMP FROM THERE TO THE PLATFORM ABOVE TO REACH ANOTHER GOAL.



JUMP FROM THE UPPER PLATFORM IN THE DIRECTION OF THE HIGH TARGET; DO A MIDAIR JUMP AT THE APEX OF THE LEAP.



FROM THE PEAK OF YOUR MIDAIR JUMP, PERFORM THE FIRE FOX TO REACH THE TARGET. IF YOU MISS, LAND ON THE LEDGE TO THE LEFT AND TRY AGAIN FROM THERE.



STEP OFF THE HIGH LEDGE PAST THE LAST TARGET AND LET FOX FALL UNTIL HE'S CLEAR OF THE SHORT SECTION OF WALL. JUMP UP INTO THE NOOK AND **A** ATTACK THE TARGET.



AS YOU FALL DOWN OUT OF THE NOOK, DO ANOTHER QUICK **A** ATTACK IN MIDAIR TO TAG THE TARGET ON YOUR WAY PAST.



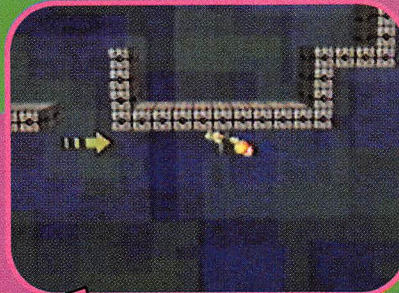
GRAB THE TARGET FROM THE LOWER PLATFORM AND SHOOT THE TARGET BEYOND THE MOVING WALL WITH YOUR BLASTER.



THE TARGET BELOW THE STARTING PLATFORM MOVES BACK AND FORTH.



STEP OFF THE LOW PLATFORM AS THE TARGET MOVES AWAY FROM YOU AND LET FOX FALL.



AS THE MOVING TARGET REVERSES, AIR-JUMP, AND THEN PERFORM A FIRE FOX TO STRIKE THE FINAL GOAL.

BONUS LEVEL 2: BOARD THE PLATFORMS



JUMP UP THE INITIAL THREE PLATFORMS AND BOARD THE RISING LEDGE, MINDFUL OF THE TWIRLING BUMPER.



WHEN THE RISER PEAKS, LEAP OFF TO THE RIGHT AND DO A MIDAIR JUMP TO CLEAR THE WALL.



LAND ON THE SMALL PLATFORM. JUMP FROM THERE TO THE TOP OF THE WALL ON THE RIGHT.



MIND THOSE BUMPERS: USUALLY YOU CAN GET UNDER THE FIRST ONE, BUT YOU'LL WANT TO JUMP UP FROM ABOUT THIS POINT TO AVOID THE ONE CLOSER TO THE PLATFORM.



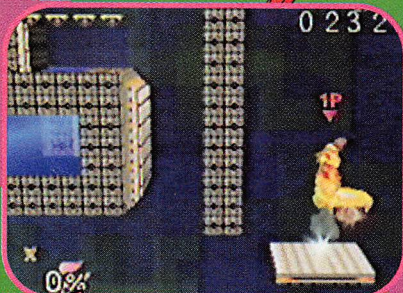
BACKTRACK TO THE OPENING WITH THE SMALL PLATFORM JUST BELOW. YOU CAN JUMP FROM THE SLOPE TO SAVE TIME, OR USE THE PILLARS TO REACH THE PLATFORM JUST ABOVE.



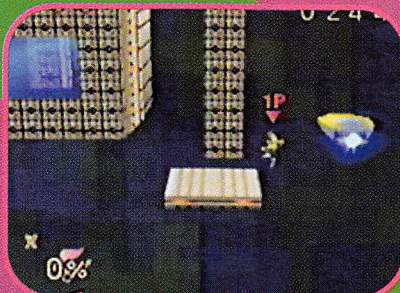
MINDFUL OF THE BUMPER BESIDE THE PLATFORM, STEP OFF AND LET FOX FALL THROUGH THE OPENING TO THE RIGHT. PRESS UP AGAINST THE RIGHT-HAND WALL AS YOU FALL.



Characters & Bonus Levels



JUMP QUICKLY TO THE MOVABLE SECTION ONCE YOU DROP CLEAR OF THE WALL, AND FROM THERE TO THE PLATFORM ABOVE.



DROP BACK DOWN TO THE MOVING SECTION AND RIDE IT UNDER THE WATER TANK.



DROP FROM THE MOVING SECTION TOWARD THE PLATFORM BELOW, CAREFUL TO LET FOX FALL CLEAR OF THE BUMPER IF YOU MUST ADJUST YOUR TRAJECTORY WITH A MIDAIR JUMP.



JUMP, AIR-JUMP, AND USE THE FIRE FOX TO RETURN TO THE MOVABLE SECTION; THEN RIDE UP UNTIL YOU CAN JUMP TO THE SMALL PLATFORM NEARBY.



THE FINAL PLATFORM IS UP THE NARROW CHUTE. DON'T WAIT TOO LONG TO JUMP, OR YOU'LL HIT THE WALL ON THE LEFT AND LOSE UPWARD MOMENTUM.



AIR-JUMP AND FIRE FOX TO REACH YOUR FINAL GOAL AT THE TOP OF THE CHUTE.

BASIC MOVES

- ↑, (A) TAIL WHIP
- ⇐ OR ⇒, (A) FLARE KICK
- ↓, (A) TAIL SWEEP
- (A) HEAD BUTT
- ↑ + (A) TAIL FLIP
- ⇐ OR ⇒ + (A) SHOCK THERAPY
- ↓ + (A) SUPER SWEEP KICK

THROWS

- GRAB,  FLIP TOSS
- GRAB,  BACK SHOCK TOSS

AIR

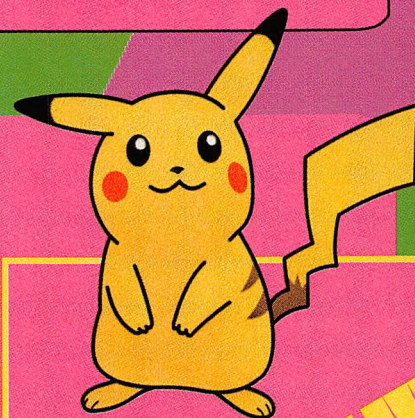
- ↑, (A) TAIL ATTACK
- ⇒, (A) TORPEDO
- ⇐, (A) REVERSE KICK
- ↓, (A) DOWNWARD DRILL ATTACK
- (A) KICK

DASH

- ⇐ OR ⇒, (A) FRONT TACKLE

PIKACHU

THE POKÉMON PIKACHU IS ONE OF THE GAME'S STRONGEST CHARACTERS BY FAR, ESPECIALLY IN THE HANDS OF A SEASONED *SUPER SMASH BROS.* PLAYER. IT PACKS SOME OF THE BIGGEST PUNCHES IN THE GAME: ITS ATTACKS COME COMPLETE WITH AN ELECTRICAL CHARGE. ADD TO THAT ITS OVERALL AGILITY AND ITS ABILITY TO MOVE AT WARP SPEED WHEN NECESSARY, AND IT'S HARD TO DETECT A WEAKNESS. OF COURSE, ITS SMALL SIZE MEANS ATTACKING ENEMIES CAN LAUNCH PIKACHU QUITE FAR—IF THEY GET A CHANCE TO. THIS CAN MAKE PLAYING PIKACHU VERY TRICKY, ESPECIALLY IN A ONE-ON-ONE FIGHT.



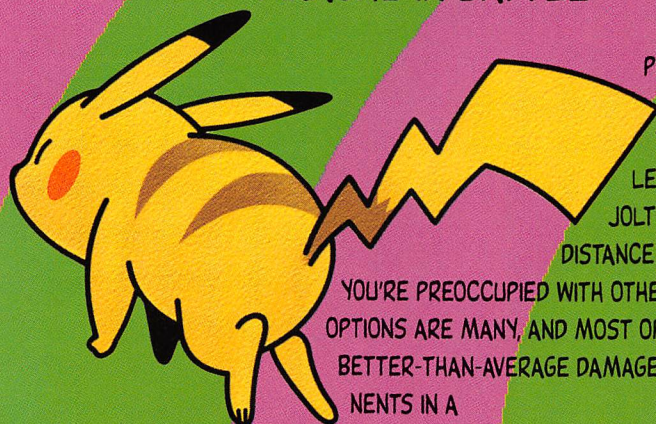
GAME BIOGRAPHY:

TYPE: MOUSE PKMN
 HEIGHT: 1'4"
 WEIGHT: 15 LBS.
 WHEN SEVERAL OF THESE POKÉMON GATHER, THEIR ELECTRICITY COULD CAUSE LIGHTNING STORMS (POKÉDEX EXCERPT).

HOME STAGE: SAFFRON CITY

THE SAFFRON CITY STAGE HAS A LOT TO OFFER, WITH A SERIES OF PLATFORMS OFF TO THE LEFT AND A SMALL SECTION OF STAGE ON THE RIGHT WHERE CONTAINERS ARE LIKELY TO LAND. THE AREA OF SAFFRON CITY THAT SEEMS RELATIVELY SAFE AT FIRST IS ACTUALLY THE MOST VOLATILE, AS WILD POKÉMON PEEK FROM THE DOOR ADJACENT TO THE FLAT SECTION OF ROOF AND GENERALLY ABUSE ANYONE FOOLISH ENOUGH TO LINGER IN THE VICINITY.

PIKACHU IN BATTLE



PIKACHU'S BLINDING-FAST ATTACKS PACK AN ELECTRICAL PUNCH, AND ITS LEAP-FROGGING LIGHTNING JOLT IS ONE OF THE TOUGHEST DISTANCE ATTACKS TO AVOID IF

YOU'RE PREOCCUPIED WITH OTHER FIGHTERS. PIKACHU'S OPTIONS ARE MANY, AND MOST OF ITS MOVES STRIKE FOR BETTER-THAN-AVERAGE DAMAGE, OFTEN LEAVING OPPONENTS IN A DISORIENTED, SMOLDERING HEAP.

IF YOU DO CATCH UP TO PIKACHU, DON'T LET IT GET OFF LIGHTLY. WITH A LITTLE DAMAGE TO ITS FURRY YELLOW HIDE, YOU CAN LAUNCH THIS LIGHTWEIGHT A GOOD DISTANCE USING ALMOST ANY ATTACK FORM.



KEEP AN EYE OUT FOR RANDOM POKÉMON IN SAFFRON CITY: THEY PEEK FROM BEHIND THE ROOFTOP DOOR AND ASSAULT THE UNWARY.



EVEN PIKACHU'S SIMPLE $\odot$ ATTACKS PACK AN EXTRA ELECTRICAL JOLT.



A HIGH-SPEED $\odot, \downarrow$ ATTACK—ESPECIALLY IF PIKACHU CATCHES PREY IN MIDAIR—IS A PARTICULARLY PUNISHING COMBO.



EVEN WHEN PIKACHU ATTACKS ON THE GROUND, ITS IMPRESSIVE RUNNING SPEED GIVES EXTRA OOMPH TO ITS $\odot$ ATTACKS.



PIKACHU'S BEST ALL-AROUND ASSET IS ITS SPEED. OTHER CHARACTERS THAT SPEND A LOT OF TIME IN THE AIR CAN'T MATCH ITS MANEUVERABILITY.



Characters & Bonus Levels

PIKACHU'S SPECIAL MOVES

PIKACHU'S COLLECTION OF SPECIAL MOVES SEEMS ALMOST UNFAIR IN THE HANDS OF A SKILLED PLAYER. ELECTRICAL BOLTS ASIDE, IT'S THE WARP SPEED THAT'S THE REAL THREAT, ADDING A COMPONENT TO ANY ATTACK THAT NO OTHER FIGHTER CAN MATCH.



Ⓑ MOVE: THUNDER JOLT

WHEN FIRED BY A STANDING PIKACHU, THE THUNDER JOLT PRODUCES AN ELECTRIC SPARK THAT HOPS ALONG THE GROUND. YOU CAN ALSO FIRE IN MIDAIR TO PRODUCE A SMALL BALL OF LIGHTNING.



Ⓑ, ↑ MOVE: QUICK ATTACK

PIKACHU'S QUICK ATTACK AUGMENTS ANY ATTACK FORM. YOU ALSO CAN USE IT TO WARP PIKACHU OUT OF HARM'S WAY QUICKLY.



Ⓑ, ↓ MOVE: THUNDER

PIKACHU'S THUNDER ATTACK SENDS NEAR-BY ENEMIES FLYING—OR MAYBE RUNNING FOR COVER.

BONUS LEVEL 1: BREAK THE TARGETS



POP THE THREE TARGETS NEAR WHERE THE LEVEL BEGINS, ALL WITHIN EASY REACH.



STEP TO THE EDGE OF THE LARGE AREA AND LET LOOSE A Ⓑ THUNDER JOLT TO STRIKE THE TARGET BELOW.



JUMP UP TO THE LOW LEDGE AND POP THE FIFTH TARGET.



JUMP AND USE A B, ↑ TO REACH THE UPPER LEDGES.



JUMP OVER TO THE NARROW LEDGE ON THE RIGHT AND DROP SOME THUNDER DOWN THE NARROW SHAFT TO POP THE TARGET.



JUMP ACROSS THE LEDGES TO THE TOP OF THE WALL ABOVE THE BEGINNING AREA; DROP ANOTHER B ATTACK DOWN THAT SHAFT TO TAKE OUT TARGET SEVEN.



JUMP AND THEN B, ↑ TO THE AREA ABOVE THE SHORT LEDGE; THEN DROP DOWN TO SCORE THE TARGET.



STEP FROM THE EDGE OF THE SHORT LEDGE, AND TAKE OUT THE TARGET BELOW WITH AN A ATTACK AS YOU DROP.



THE LAST TARGET IS MUCH SIMPLER IF YOU CAN ANGLE FOR ONE LEDGE ABOVE IT AND PAUSE THERE BEFORE DESCENDING.



DROP THROUGH THE GAP BETWEEN LEDGES AND TAKE OUT THE LAST TARGET WITH AN A ATTACK.

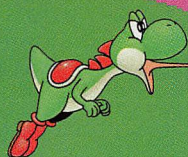


FOLLOW THE TRAIL OF PLATFORMS TO THE END OF THE ROW, AND THEN DROP.



TAG PLATFORM FOUR AND CONTINUE TO THE LOWER WALKWAY.

BONUS LEVEL 2: BOARD THE PLATFORMS



Characters & Bonus Levels



FOLLOW THE LARGE STEPS DOWN.



FOLLOW THE PATH BENEATH THE STAIRS, TOUCHING PLATFORMS AS YOU GO.



DON'T MISS THAT LITTLE PLATFORM ON THE LOWEST SECTION OF THE PATH.



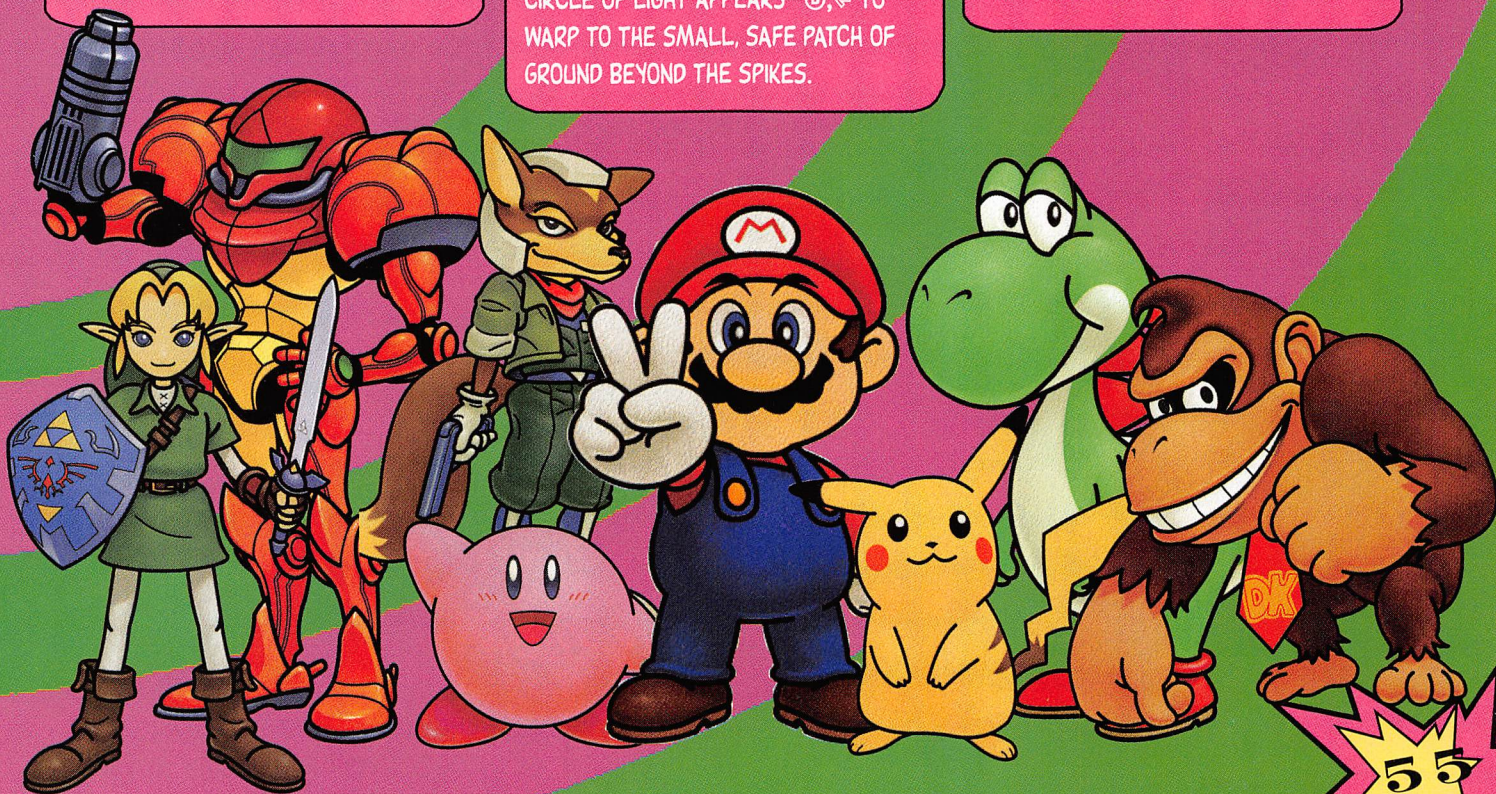
STEP FROM THE EDGE OF THE BOTTOM PATH; THEN AIR-JUMP AND ,  TO SHOOT THE GAP BETWEEN THE LARGE PLATFORM AND THE WALL.



FROM THE SMALL PLATFORM BELOW, ,  STRAIGHT UP THE WALL. AT THE TOP OF THE WARP—WHEN THE SMALL CIRCLE OF LIGHT APPEARS—,  TO WARP TO THE SMALL, SAFE PATCH OF GROUND BEYOND THE SPIKES.



FROM THE SMALL, SAFE PATCH OF GROUND, STAND CLOSE TO THE WALL AND ,  TO REACH THE FINAL PLATFORM.

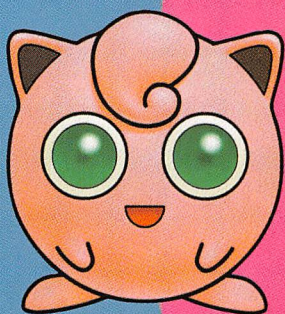
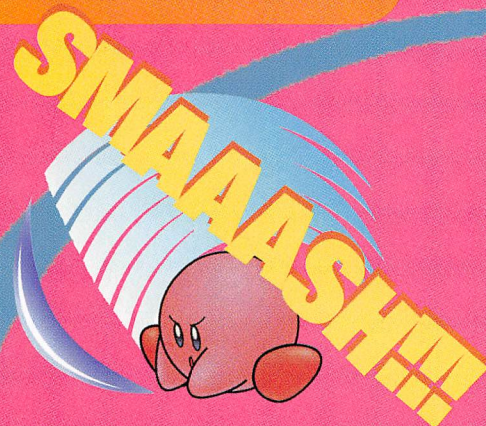


HIDDEN CHARACTERS AND THE HIDDEN STAGE

IN ADDITION TO THE EIGHT ORIGINAL CHARACTERS AND THEIR HOME STAGES, *SUPER SMASH BROS.* FEATURES A CAST OF FOUR HIDDEN CHARACTERS AND ONE HIDDEN STAGE YOU MAY ACCESS AFTER YOU FULFILL CERTAIN GAME REQUIREMENTS.

UNLOCKING THE HIDDEN CHARACTERS

THE PROCESS FOR UNLOCKING EACH HIDDEN CHARACTER VARIES IN DIFFICULTY, AS YOU MIGHT IMAGINE, BUT ONLY CAPTAIN FALCON PROVIDES A STERN TEST OF YOUR GAMING EXPERTISE. HERE ARE THE REQUIREMENTS YOU MUST MEET AND THE CHARACTERS YOU'LL GAIN, IN ASCENDING LEVEL OF DIFFICULTY.



JIGGLYPUFF

IF YOU BEAT THE GAME WITHOUT USING ANY CONTINUES, ON ANY DIFFICULTY SETTING, THE BATTLE WITH MASTER HAND IS FOLLOWED BY A BRIEF ENCOUNTER WITH JIGGLYPUFF. PRESUMABLY THE ENCOUNTER WILL BE BRIEF: ANY PLAYER WHO CAN GET PAST MASTER HAND SHOULD THROTTLE JIGGLYPUFF UNMERCIFULLY. BEATING JIGGLYPUFF ADDS THE POKÉMON TO YOUR CHARACTER SELECT SCREEN.

NESS

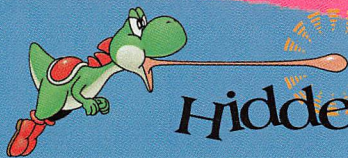
IF YOU BEAT THE GAME AT THE NORMAL DIFFICULTY SETTING, WITH A STOCK OF THREE LIVES, LITTLE NESS IS YOURS TO PLAY. OF ALL THE HIDDEN CHARACTERS, HIS SKILLS ARE PERHAPS THE MOST RADICALLY DIFFERENT.



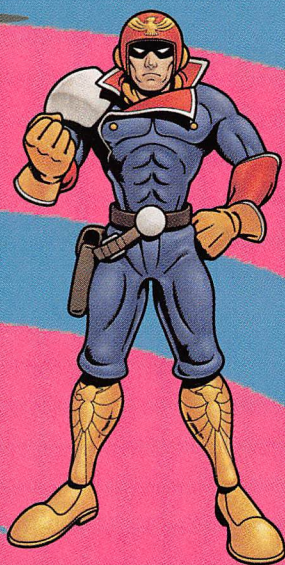
LUIGI

MARIO'S BROTHER, THE FORMIDABLE LUIGI, IS AVAILABLE ONCE YOU BEAT ALL EIGHT ORIGINAL CHARACTERS' FIRST BONUS LEVELS (WHERE YOU BREAK ALL THE TARGETS). YOU NEEDN'T PLAY SEPARATE SINGLE-PLAYER GAMES TO GET CREDIT FOR THIS; JUST ENTER PRACTICE MODE AND DEFEAT EACH FIGHTER'S FIRST BONUS ROUND, AND LUIGI WILL APPEAR.



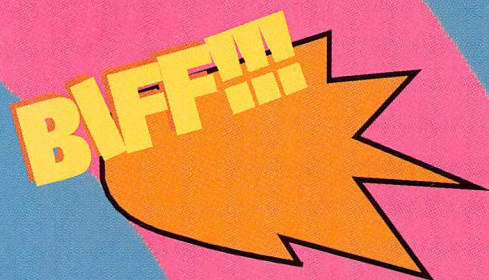


Hidden characters and the Hidden stage



CAPTAIN FALCON

BEFORE YOU CAN ADD CAPTAIN FALCON TO YOUR CHARACTER LIST, YOU MUST BEAT THE ENTIRE SINGLE-PLAYER GAME IN UNDER 15 MINUTES. RUMOR HAS IT THE DIFFICULTY SETTING IS IRRELEVANT, HOWEVER. DIAL IT DOWN, AND MAYBE YOU'LL MAKE IT UNDER THE WIRE ...



UNLOCKING THE HIDDEN STAGE

OPENING THE HIDDEN STAGE REQUIRES A DEDICATION THAT BORDERS ON FANATICAL, BUT THE STAGE ITSELF—A FAMILIAR SLICE OF OLD-SCHOOL MUSHROOM KINGDOM—IS WORTH THE TROUBLE. BEFORE THE STAGE APPEARS IN THE ONE EMPTY SLOT ON THE STAGE SELECT SCREEN, YOU MUST BEAT THE GAME AT THE NORMAL DIFFICULTY SETTING ... WITH A STOCK OF THREE LIVES ... WITH ALL EIGHT ORIGINAL CHARACTERS.

OH, QUIT WHINING. YOU WERE GOING TO DO IT, ANYWAY. EVENTUALLY. MAYBE

HIDDEN CHARACTERS AND BONUS LEVELS

LIKE THE ORIGINAL EIGHT, THE FOUR HIDDEN CHARACTERS HAVE THEIR OWN SPECIAL MOVES AND BONUS LEVELS. WE'LL RUN THEM DOWN IN ORDER OF DIFFICULTY, IN TERMS OF WHAT IT TAKES TO UNLOCK THEM.

WE'LL COVER THE SPECIAL MOVES IN MORE DETAIL, AND LEAVE IT AT THAT. BY THE TIME YOU START BEATING THE GAME AND UNLOCKING HIDDEN CHARACTERS, THERE'S PROBABLY NO NEED TO REITERATE THE BASICS OF THE **A** ATTACK FORM.

JIGGLYPUFF

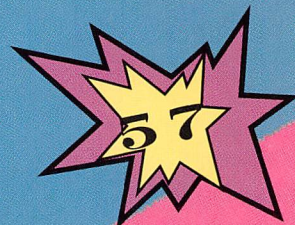
THE PROBABLE FIRST ADDITION TO YOUR CHARACTER LINEUP, JIGGLYPUFF IS AN AMUSING LITTLE POKÉMON. LIKE KIRBY, JIGGLYPUFF IS A LIGHTWEIGHT AND EASILY WHACKED INTO ANOTHER TIME ZONE ONCE IT STARTS SUSTAINING SIGNIFICANT DAMAGE. AND, LIKE KIRBY, IT CAN STAY ALOFT ALMOST INDEFINITELY BY ALTERNATING JUMP AND POUND MOVES; THIS CAN MAKE IT FRUSTRATINGLY HARD TO POLISH OFF. IT SOMETIMES CAN RATTLE OFF AN IMPRESSIVE **A**, **↓** COMBO, BUT THAT JUST PUTS IT IN CLOSE, WHERE SOMEONE'S BOUND TO LAY A MITT OR THREE ON ITS SOFT HIDE. MOST OF JIGGLYPUFF'S **A** ATTACKS CONSIST OF A LIGHTLY DAMAGING POKE FROM ONE OR MORE OF ITS LITTLE LIMBS.

A COUPLE OF OTHER "HIDDEN"

THE GAME HAS TWO OTHER HIDDEN FEATURES. ONE IS RELATIVELY HARD TO ACCOMPLISH AND SLIGHTLY AMUSING, AND ONE IS A CINCINCH AND WORTH EVERY SECOND IT TAKES.

TO ACTIVATE A SOUND TEST SUBMENU (WHERE YOU CAN GO AND LISTEN TO ALL THE CHARACTERS, TUNES, AND SOUND EFFECTS), YOU MUST BEAT BOTH BONUS LEVELS FOR ALL 12 CHARACTERS.

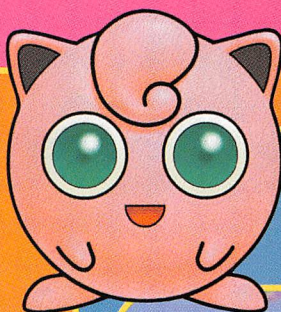
THE REALLY COOL PART IS THAT, SIMPLY BY ENTERING A MULTIPLAYER MATCH 100 TIMES—ENTERING AND THEN QUITTING OUT AS SOON AS THE MATCH BEGINS—YOU GAIN ACCESS TO A MENU THAT LETS YOU SET THE FREQUENCY WITH WHICH EVERY ITEM IN THE GAME APPEARS. WANT IT TO RAIN BEAM SWORDS? FIRE FLOWERS? HOW ABOUT POKÉ BALLS? IT WILL TAKE YOU MAYBE AN HOUR TO ENTER AND QUIT OUT 100 TIMES, DEPENDING ON HOW FAST YOU WORK THE BUTTONS. YEAH, IT'S A LITTLE TEDIOUS. BUT IT'S SO WORTH IT.



JIGGLYPUFF!!!

GAME BIOGRAPHY:

IT'S THE BALLOON PKMN WITH THE BIG, ROUND EYES. IT SINGS A SOOTHING MELODY, SENDING THOSE THAT HEAR IT TO SLEEP. WHEN MAD, IT PUFFS ITSELF UP. AS A BALLOON PKMN, ITS BODY IS LIGHT, WEAK, AND EASY TO KNOCK AWAY.



JIGGLYPUFF'S SPECIAL MOVES

JIGGLYPUFF HAS VERY PASSIVE MOVES. TWO OF HIS SPECIAL MOVES DON'T INVOLVE ANY MOVEMENT AT ALL, WHILE THE THIRD IS, PRIMARILY, THE MEANS BY WHICH HE STAYS ALOFT.

BASIC MOVES

- ↑, (A) HIGH TOE JAB
- ⇐ OR ⇒, (A) TOE JAB
- ⇐ PUNCH
- ↓, (A) LOW TOE
- (A), (A), (A) JIGGLY PUNCHES
- ↑ + (A) UPPER PUFF
- ⇐ OR ⇒ + (A) TOE KICK
- ↓ + (A) TOUGH PUFF

THROWS

- [R] (OR [Z]) + (A) THEN ↑ GRAB AND TOSS
- [R] (OR [Z]) + (A) THEN ⇐ GRAB AND TOSS

AIR

- ↑, (A) JIGGLY BOP
- ⇒, (A) DOUBLE TOE
- ⇐, (A) TOE SPIN
- (A) FALLING KICK
- ↓, (A) FALLING KICK SPIN

DASH

- ⇒ OR ⇐, (A) SKID AND SMASH



(B) MOVE: POUND

JIGGLYPUFF'S ONLY SPECIAL MOVE: PRESSING (B) REPEATEDLY CAUSES THE POKÉMON TO INFLATE, WHICH ACTUALLY SCORES DAMAGE ON AN OPPONENT IF HE OR SHE IS IN CLOSE CONTACT. OTHERWISE, THE POUND MOVE WORKS LIKE A KIND OF SECONDARY JUMP COMMAND, KEEPING JIGGLYPUFF FROM LOSING ALTITUDE ALMOST INDEFINITELY.



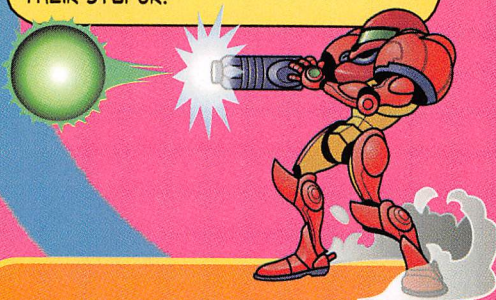
(B), ↑ MOVE: SING

WHILE SITTING IN ONE PLACE, JIGGLYPUFF SINGS A SOOTHING SONG, OVERCOMING FOES WITHIN A SMALL RADIUS. INSTEAD OF ATTACKING, THEY STAND AND LISTEN. WHEN JIGGLYPUFF STOPS SINGING, IT HAS A SECOND OR SO TO ATTACK BEFORE THEY SNAP OUT OF THEIR STUPOR.

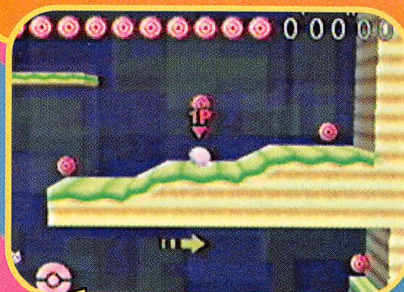


(B), ↓ MOVE: REST

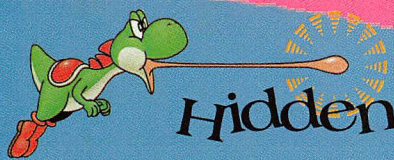
THE SLEEPY LITTLE POKÉMON ACTUALLY SHUTS ITS EYES AND NAPS. ANYONE WHO COMES INTO CONTACT WITH JIGGLYPUFF WHILE IT'S ASLEEP JOINS IT IN A RESTFUL STATE. AS WITH THE SING MOVE, JIGGLYPUFF WILL AWAKEN FIRST, AND SO MAY HAVE AN OPPORTUNITY TO GET IN AN (A) ATTACK OR TWO.



BONUS LEVEL 1: BREAK THE TARGETS



COLLECT THE THREE NEARBY TARGETS AND POUND YOUR WAY UP TO THE LEDGE ON THE LEFT.



Hidden characters and the Hidden stage



FROM THE LEDGE ON THE LEFT, JUMP UP AND GET SOME AIR.



COLLECT THE FOURTH TARGET AND FLOAT OVER TO LAND ATOP THE WALL ON THE LEFT.



STAND AT THE EDGE OF THE WALL AND DO A  ATTACK TO BREAK THE TARGET.



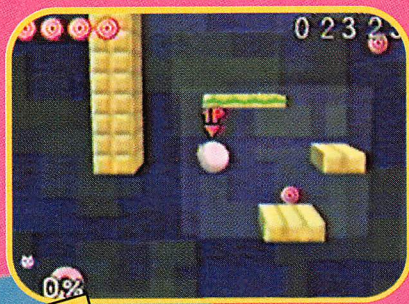
YOU'LL PROBABLY SLIP OVER THE WALL WHEN YOU STRIKE AT THE TARGET, SO HUG THE SLOPE AND JUMP BACK UP FROM THERE.



FOLLOW THE DOWN ARROW ON THE OTHER SIDE OF THE WALL.



TAKE THE TARGET FROM THE MOVING PLATFORM AND HOP OFF WHEN IT DESCENDS.



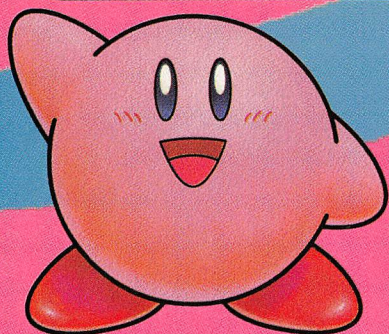
STEP OFF THE PLATFORM DOWN LOW TO FLOAT OVER AND CLAIM THE TARGET FROM THE LEDGE.



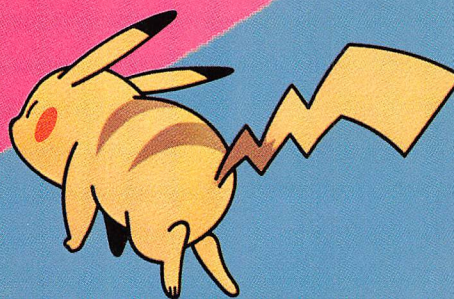
FLOAT TO THE SHORT LEDGE AND USE IT AS YOUR JUMPING-OFF POINT TO CLAIM THE TARGET ABOVE.



RETURN TO THE MOVING PLATFORM AND MOVE TO THE RIGHT-HAND EDGE. JUMP OFF AND JUMP/POUND ALONG BELOW THE LEVEL'S STARTING LEDGE.



ZAP!!!





ALTERNATE THE POUND (B) COMMAND WITH THE JUMP BUTTON TO SCOOT ALONG.



THE NEXT-TO-LAST TARGET WAITS ON A NARROW LEDGE. CLAIM IT, AND THEN STEP OFF AND DROP.



DESCEND TO JUST PAST THE LOW POINT OF THE WALL. THEN JUMP/POUND AROUND THE CORNER TO THE FINAL GOAL.

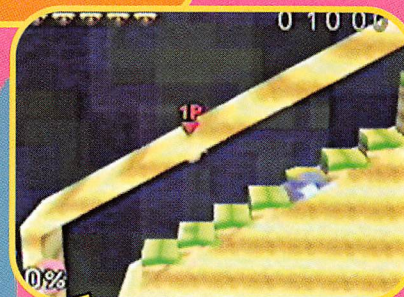
BONUS LEVEL 2: BOARD THE PLATFORMS



FOLLOW THE PLATFORMS ALONG THE PATH.



DESCEND THE STAIRS, TAGGING TWO PLATFORMS ALONG THE WAY.



DON'T HURRY PAST THE SECOND PLATFORM THAT APPEARS ON THE STAIRS.



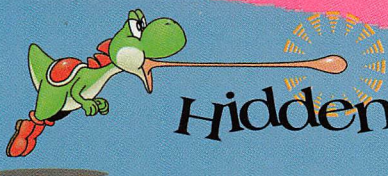
BELOW THE STAIRS, MOVE ABOUT A THIRD OF THE WAY DOWN THE WATERY AREA AND WAIT FOR THE SMALL PLATFORM TO PICK YOU UP.



PUFF YOUR WAY ONTO THE LOWER PLATFORM AND THEN BRAVE THE BUMP-Y AREA OVERHEAD.



THE FLOATING BUMPERS MOVE RANDOMLY, SO HOPE FOR THE BEST AS YOU FLOAT HIGHER.



Hidden characters and the Hidden stage



ONCE YOU TAG BOTH PLATFORMS IN THE AREA, DROP TO THE RIGHT, NEAR THE WALL.



FOLLOW THE DESCENDING PATH AND STEP ON THE PLATFORM BELOW.



MOVE TO THE LEFT EDGE OF THE LEDGE PAST THE LOWER PLATFORM.



PAUSE THE GAME TO GET A LOOK AT THE FINAL PLATFORM IN THE LOWER-LEFT CORNER.



JUMP FROM THE LEDGE AND JUMP/POUND TOWARD THE GOAL.



FIND A RHYTHM OF JUMP AND POUND TO REACH THE FINAL PLATFORM.

BASIC MOVES

- ↑, (A) TWO-FISTED UPPERCUT
- ⇐ OR ⇒, (A) QUICK KICK
- ⇐ PUNCH
- (A), (A) PUNCH AND KICK
- ↑ + (A) AROUND THE WORLD YO-YO
- ⇐ OR ⇒ + (A) BAT ATTACK
- ↓ + (A) WALK THE DOG YO-YO

THROWS

- (R) (OR) (Z) + (A) MIND TOSS

AIR

- ↑, (A) JUMPING HEAD SMASH
- ⇒, (A) FALLING PUNCH
- ⇐, (A) BACKWARD KICK
- (A) DOUBLE KICK
- ↓, (A) FALLING KICK

WHILE RUNNING

- ⇒ OR ⇐, (A) SKID AND SHOVE



NESS!!! GAME BIOGRAPHY:

NESS WAS AN AVERAGE KID FROM ONETT, BUT HE WAS DESTINED FOR MORE. WHEN A STRANGE METEORITE LANDED NEAR HIS HOMETOWN, THE LITTLE BOY WITH PSYCHIC POWERS SET OUT TO SAVE THE WORLD. LITTLE HAS BEEN SAID OF NESS'S CHARACTER, AND MUCH REMAINS HIDDEN.

NESS

NESS IS A WELCOME ADDITION TO THE *SUPER SMASH BROS.* RANKS, WITH AN INTRIGUING SET OF SPECIAL MOVES. HIS OWN HOME RUN BAT AND GRAPPLING YO-YO COME AS STANDARD EQUIPMENT. IF HE HAS A GLARING WEAKNESS, IT'S THAT THE MOVE HE COUNTS ON TO SAVE HIM FROM A KNOCK-OFF IS ONE OF THE GAME'S HARDEST TO EXECUTE CONSISTENTLY. ONCE YOU MASTER THAT SAVING MOVE—PK THUNDER—NESS BECOMES ONE OF THE GAME'S MOST WELL-ROUNDED FIGHTERS.



NESS'S SPECIAL MOVES



(B) MOVE: PK FIRE

PK FIRE ISSUES FROM THE PSYCHIC BOY, ENGLUFING AND DRAGGING AN AIRBORNE FOE TO THE GROUND. IT'S LIKE A FLAMING COMBINATION, AS THE DAMAGE RACKED UP DURING THE SLOW BURN IS IMPRESSIVE.



(B), ↑ MOVE: PK THUNDER

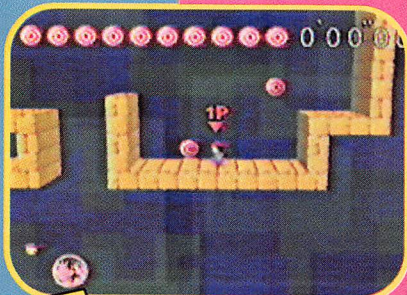
NESS EMITS A SORT OF "PSYCHIC COMET" HE CAN MANEUVER IN THE AIR (USE THE CONTROL STICK) TO STRIKE ENEMIES OR EVEN HIMSELF. THE FORCE OF THE BLOW, IF LOOPED IN A CIRCLE TO MEET NESS'S BACKSIDE, IS THE TRICK HE USES TO GET BACK ON A STAGE WHEN HE'S BEEN KNOCKED OFF.



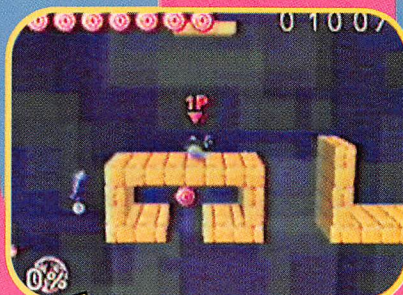
(B), ↓ MOVE: PSYCHIC-MAGNET

LIKE FOX MCCLOUD'S SPECIAL PROTECTION, NESS'S PSYCHIC-MAGNET TURNS THE FORCE OF A FOE'S ATTACK BACK AGAINST HIM.

BONUS LEVEL 1: BREAK THE TARGETS



GRAB THE TARGETS NEAR THE START, AND JUMP TO THE LEDGE ON THE LEFT.



LOOP A PK THUNDER BOLT BENEATH THE LEDGE TO TAKE OUT THE TARGET BELOW.



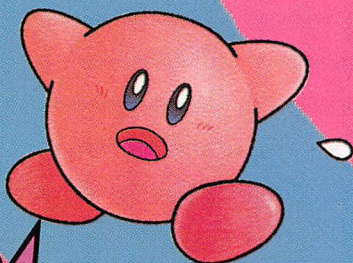
JUMP TO THE SMALL LEDGE OVERHEAD AND PK THUNDER THE TARGET.

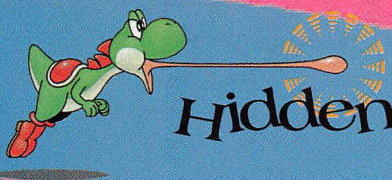


ANOTHER HIGHER TARGET COULD USE A LITTLE PK THUNDER.

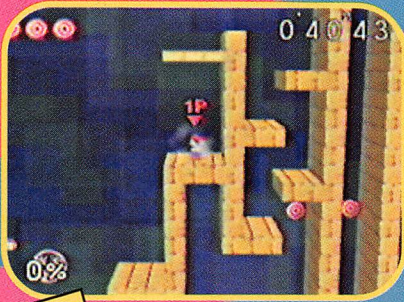


RETRACE YOUR STEPS THROUGH THE STARTING AREA.

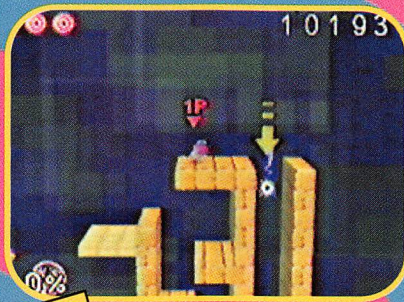




Hidden characters and the Hidden stage



CLIMB THE LEDGES, COLLECTING ANOTHER TARGET AS YOU ASCEND.



AT THE TOP OF THE CONSTRUCT, SHOOT ANOTHER BOLT OF PK THUNDER DOWN THE STRAIGHT SHAFT.



DROP DOWN THE PATH OF SMALL LEDGES AND FIRE A DOSE OF PK FIRE AT THE WALL ABOVE THE TARGET. IT WILL DROP AFTER STRIKING THE WALL TO REACH THE GOAL.

BONUS LEVEL 2: BOARD THE PLATFORMS



DESCEND THE PATHWAY OF PLATFORMS FROM THE LEVEL START.



FOLLOW THE SLOPE DOWN AND HUG THE WALL ON THE LEFT UNTIL YOU DROP INTO OPEN AIR.



DO YOUR MIDAIR JUMP, AND THEN LOOP A DOSE OF PK THUNDER AROUND TO YOUR OWN BACKSIDE. THE JOLT SHOULD SHOVE YOU TO THE UPPER PLATFORM.



DROP FROM THE LARGE PLATFORM AND FOLLOW THE PATH, ASCENDING THE SMALL PLATFORMS.



YOU MUST GIVE NESS ANOTHER DOSE OF HIS OWN MEDICINE—ANOTHER LOOPING PK THUNDER SHOT—TO SCOOT UP THE STEEP SLOPE.



STICK CLOSE TO THE WALL ON THE LEFT TO AVOID THE UPPER BUMPERS.





KEEP HUGGING THE WALL WHEN YOU JUMP UP TO SQUEEZE BETWEEN IT AND THE PLATFORM.



FROM THE PLATFORM, JUMP ABOVE THE BUMPERS TO THE TOP OF THE WALL.



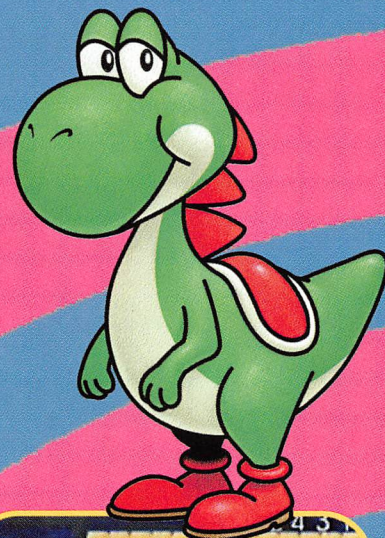
FOLLOW THE ARROW, AGAIN HELPING NESS ALONG WITH SOME LOOPING PK THUNDER.



STAND AT THE EDGE OF THE SMALL PLATFORM AND APPLY THE THUNDER TO KNOCK NESS UPWARD.



YOU MUST STRIKE NESS FROM ALMOST DIRECTLY BELOW TO MAKE IT TO THE FINAL PLATFORM.



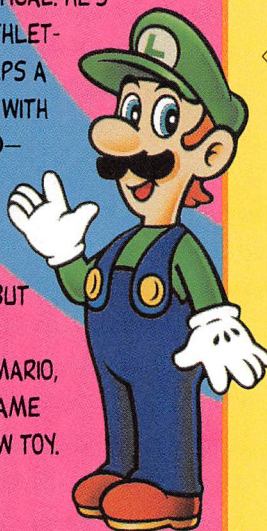
LUIGI!!

GAME BIOGRAPHY:

ALTHOUGH HE'S OFTEN HIDDEN IN HIS OLDER BROTHER MARIO'S SHADOW, LUIGI IS VERY POPULAR. TALLER THAN MARIO, LUIGI ALSO JUMPS HIGHER. ALTHOUGH HE DOESN'T APPEAR IN *SUPER MARIO 64*, IN *MARIO KART 64* HE PERFORMED TO THE BEST OF HIS ABILITY. FOR ONE WHO SEEMS ALWAYS TO BE IN THE BACKGROUND, HE HAS MANY FANS EAGERLY AWAITING HIS APPEARANCE.

LUIGI

LUIGI, BROTHER OF MARIO, SHARES MUCH WITH HIS SIBLING. HIS SPECIAL MOVES, IN FACT, ARE ALMOST IDENTICAL. HE'S PERHAPS A BIT MORE ATHLETIC THAN MARIO—HE JUMPS A TAD HIGHER AND MOVES WITH JUST A BIT MORE SPEED—BUT BEYOND THAT, HE'S VIRTUALLY A MARIO CLONE. THAT'S NOT NECESSARILY BAD, BUT BECAUSE YOU PROBABLY STARTED GAMING WITH MARIO, LUIGI WON'T HAVE THE SAME APPEAL AS A BRAND NEW TOY.



BASIC MOVES

- ↑, (A) UPPERCUT
- ⇐ OR ⇒, (A) FRONT KICK
- ⇐ PUNCH
- ↓, (A) LOW KICK
- (A), (A), (A) PUNCH AND KICK
- ↑ + (A) HOPING HEAD BUTT
- ⇐ OR ⇒ + (A) BIG FIST PUNCH
- ↓ + (A) LOW SPIN KICK

THROWS

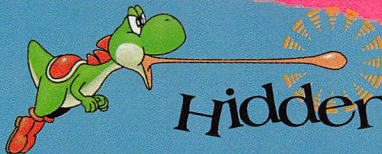
- (R) (OR Z) + (A) THEN ↑ OR ⇐ SPIN AND TOSS

AIR

- ↑, (A) BACKFLIP KICK
- ⇒, (A) TWIRLING KICKS
- ⇐, (A) SPIN KICK
- (A) FRONT KICK
- ↓, (A) FALLING TWIRL

DASH

- ⇒ OR ⇐, (A) SKID AND PUNCH



Hidden characters and the Hidden stage

LUIGI'S SPECIAL MOVES



Ⓑ MOVE: FIREBALL

THE LUIGI FIREBALL HAS A GREENISH HUE, WITH A SLIGHTLY BETTER RANGE THAN HIS OLDER BROTHER'S SIMILAR ATTACK FORM.



Ⓑ, ↑ MOVE: SUPER JUMP PUNCH

THE MARIO BROTHERS' KILLER COMBO MOVE, LUIGI STRIKES WITH A BIT MORE FORCE THAN MARIO.



Ⓑ, ↓ MOVE: LUIGI CYCLONE

SUSPICIOUSLY SIMILAR TO THE MARIO TORNADO, THE LUIGI CYCLONE IS THE SPECIAL MOVE OF CHOICE WHEN FOES INVADE YOUR PERSONAL SPACE.

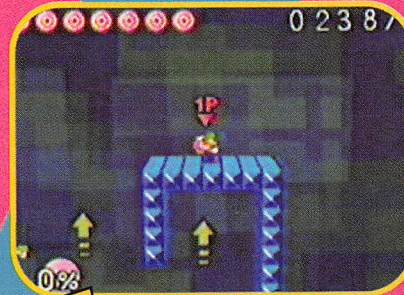
BONUS LEVEL 1: BREAK THE TARGETS



CLAIM THE TARGETS NEAR THE LEVEL START.



JUMP AND DO LUIGI'S Ⓑ, ↑ MOVE TO TAKE OUT ANOTHER TARGET.



USE THE TOP OF THE ORANGE-AND-BLACK WALL, IF YOU MUST, TO REACH THE TOP OF THE TALL BLUE CONSTRUCT.



DROP OVER THE RIGHT-HAND SIDE OF THE UPPER AREA, HUGGING THE WALL AS YOU FALL.



BE READY TO JUMP AS SOON AS YOU CLEAR THE BOTTOM OF THE WALL.



PERFORM YOUR Ⓑ, ↑ MOVE TO MAKE IT TO THE TOP OF THE STRIPED WALL AND TO TAKE OUT THE TARGET.



CROSS THE STARTING AREA AND JUMP TO THE SMALL LEDGE.



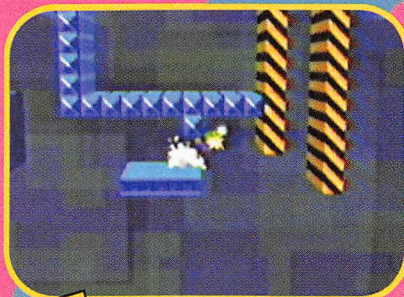
FROM THE SMALL LEDGE, JUMP UP AND SNAG ANOTHER PAIR OF TARGETS.



DROP DOWN BELOW THE SMALL LEDGE AND USE A FIREBALL TO TAKE OUT THE TARGET TO THE LEFT.



USE A FIREBALL TO TAKE OUT THE TARGET BEYOND THE STRIPED WALL.



RIDE THE PLATFORM OVER AND JUMP UP BEYOND THE SMALL OBSTRUCTION TO REACH THE FINAL GOAL.

ZAP!!!



BONUS LEVEL 2: BOARD THE PLATFORMS



TAG THE PLATFORMS TO THE LEFT, CENTER, AND RIGHT AS THE LEVEL BEGINS.

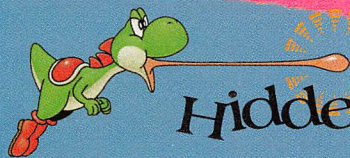


DROP TO THE LOWEST OF THE FOUR PLATFORMS AND OFF ITS LEFT SIDE.



HUG THE MOVING SLOPE AS YOU FALL.





Hidden characters and the Hidden stage



YOU SHOULD BE ABLE TO LAND ON THE LOWER PLATFORM AS LONG AS YOU LEAN IN THAT DIRECTION.



JUMP FROM THE LOWER PLATFORM AND FALL ALONG THE RIGHT-HAND WALL. JUMP UP FROM THE CENTER POINT OF THE OBSTRUCTION, AND THEN **B**, **↑** TO REACH THE PLATFORM.



DROP AND TAG THE LOW PLATFORM; THEN RETURN TO THE BLUE LEDGE. JUMP AND JUMP AGAIN FROM THERE TO THE UPPER PLATFORM.



GETTING INTO THE NOOK IS TRICKY. JUMP OFF THE UPPER PLATFORM NEARBY AND DROP BELOW THE NOOK.



AS SOON AS YOU CLEAR THE WALL, DO YOUR AIR JUMP AND **B**, **↑** MOVE, AIMING FOR THE GAP BETWEEN THE SMALL PLATFORM AND THE WALL.



DROP OUT OF THE NOOK AND AIR-JUMP TO REGAIN THE PLATFORMS NEARBY. RETURN TO THE UPPER PLATFORM AND JUMP FROM THERE TO REACH THE NOOK ROOF.



JUMP UP AND **B**, **↑** FROM ATOP THE NOOK AS THE PLATFORM AND BUMPERS PASS; THEN DROP BACK ONTO THE PLATFORM ON ITS RETURN. TIMING IS VERY IMPORTANT.



FROM THE SMALL UPPER PLATFORM, MAKE YOUR WAY UP THE NARROW LEDGES. TAKE CARE NOT TO OVERSHOOT AS YOU JUMP UP TO THE FINAL PLATFORM.



BIFF!!!

BASIC MOVES

- ↑, (A) HIGH KICK
- ⇐ OR ⇒, (A) FRONT KICK
- ⇐ PUNCH
- ↓, (A) LOW LEG SWEEP
- (A), (A), (A) PUNCH AND KICK
- (A) + (A) + (A) PUNCH FLURRY
- ↑ + (A) UPPERCUT PUNCH
- ⇐ OR ⇒ + (A) SPINNING ROUNDHOUSE KICK
- ↓ + (A) LOW LEG SPIN

THROWS

- [R] (OR [Z]) + (A) THEN ⇒ SLAM TOSS
- [R] (OR [Z]) + (A) THEN ⇐ BACKWARD KICK TOSS

AIR

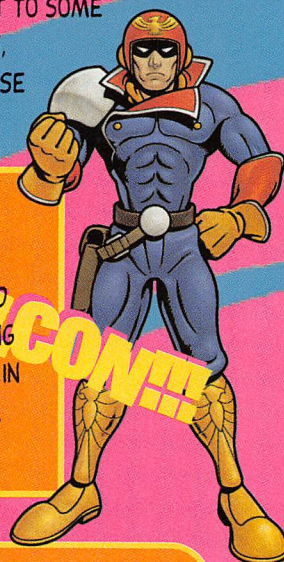
- ↑, (A) BICYCLE KICK
- ⇒, (A) QUICK KICKS
- ⇐, (A) SPIN PUNCH
- (A) FRONT KICK
- ↓, (A) FALLING SMASH

DASH

- ⇒ OR ⇐, (A) SHOULDER SMASH

CAPTAIN FALCON

WHEN IT COMES TO CAPTAIN FALCON, IT COULD BE ARGUED THAT *SUPER SMASH BROS.* SAVES THE BEST FOR LAST. FALCON IS AN ENGINE OF DESTRUCTION, WITH EXPLOSIVE FLAMING ATTACKS, SUPERIOR STRENGTH, AND ATHLETICISM TO SPARE. HE MAKES A FINE COUNTERPOINT TO SOME OF THE GAME'S OTHER POWERFUL CHARACTERS—SAMUS, YOSHI, AND PIKACHU COME TO MIND—WHO TEND TO FINESSE A BIT MORE THAN THE GOOD CAPTAIN.



GAME BIOGRAPHY:

A REGULAR PILOT IN THE GREAT GALACTIC RACE *F-ZERO GRAND PRIX*, CAPTAIN FALCON IS SKILLED AT COLLECTING PRIZE MONEY. MUCH ABOUT HIS PAST REMAINS HIDDEN IN SHADOW, BUT IT'S CLEAR THAT MANY A VILLAIN HOLD A POWERFUL GRUDGE AGAINST HIM.

CAPTAIN FALCON'S SPECIAL MOVES

FALCON'S FLAMING ATTACKS ARE SOME OF THE GAME'S BEST PYROTECHNICS: THEY LOOK GOOD AND HURT *BAD*. FALCON CAN PLOW THROUGH A CROWD WITH SUCH FORCE, IT'S NOT EXTREMELY UNCOMMON FOR HIM TO SEND SEVERAL OPPONENTS SAILING AT ONCE.



Ⓑ MOVE: FALCON PUNCH

FALCON CAN STRIKE VERY QUICKLY WITH HIS PUNCH ATTACK, AND YOU'LL FIND YOU GENERATE AN EVEN MORE DAMAGING BLOW IF YOU HOLD IT UP FOR A SECOND BEFORE DIRECTING THE ATTACK WITH THE CONTROL STICK: "FALCON ... PUNCH!" SAY—IT EVEN LOOKS LIKE A FALCON.



Ⓑ, ↑ MOVE: FALCON DIVE

A VICIOUS UPPERCUT VIRTUALLY GUARANTEED TO LAUNCH ALL BUT THE HEAVIEST, HEARTIEST FOES INTO THE UPPER REACHES.



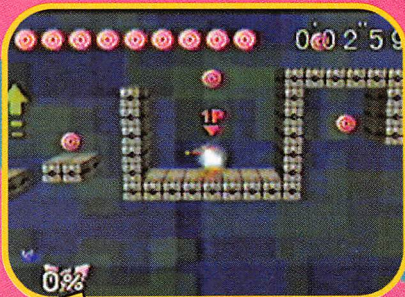
Ⓑ, ↓ MOVE: FALCON KICK

THIS IS ONE OF THE GAME'S MOST BRUTAL ATTACKS, BEST PERFORMED DOWNWARD FROM MIDAIR. THE FALCON KICK BLAZES A SCARY TRAIL OF FLAME TOWARD YOUR TARGET, AND THE DAMAGE ON DELIVERY IS ALMOST AS IMPRESSIVE AS THE LIGHT SHOW.

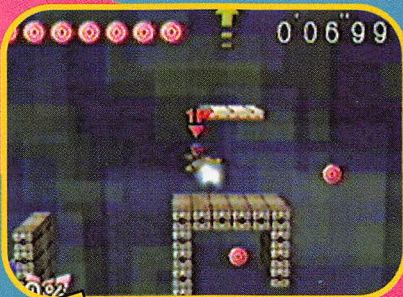


Hidden characters and the Hidden stage

BONUS LEVEL 1: BREAK THE TARGETS



TAKE THE TWO TARGETS NEAR THE LEVEL START, AND THEN JUMP UP ON THE WALL TO THE RIGHT.



TAKE THE TARGET ATOP THE LEDGE AND MOVE TO THE FAR RIGHT EDGE.



FALCON PUNCH FROM THE EDGE OF THE LEDGE TO STRIKE THE TARGET.



JUMP UP TO THE SHORT WHITE LEDGE, AND THEN JUMP, AIR-JUMP, AND $\odot$, $\uparrow$ TO THE LEDGE ABOVE THAT.



STRIKE THE UPPER TARGET FROM THE EDGE OF THE LEDGE.



CROSS THE STARTING AREA TO THE OTHER SIDE OF THE LEVEL.



DROP AND TAKE THE TARGET FROM THE NARROW LEDGE AND CROSS TO NEAR THE WALL.



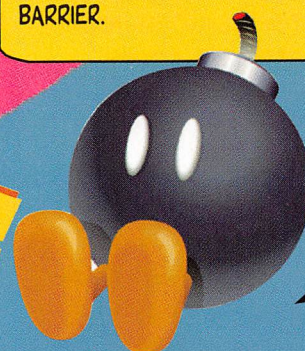
JUMP AND AIR-JUMP; THEN $\odot$, $\uparrow$ TO STRIKE THE HIGH TARGET.



FALCON PUNCH THROUGH THE WALL TO TAKE OUT THE LOW TARGET BEYOND THE BARRIER.

BIFF!!!

SMASH!!!

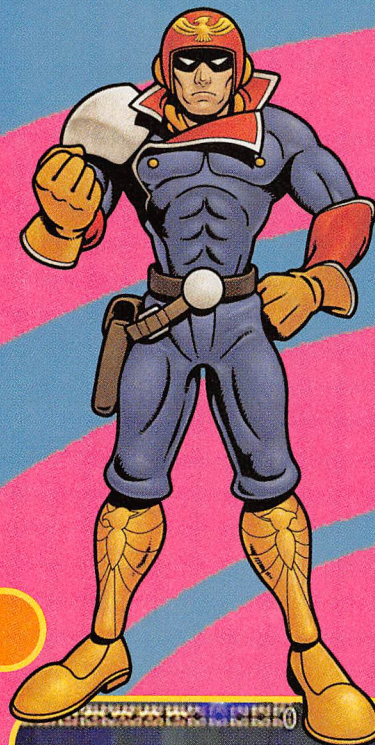




JUMP UP AND AIR-JUMP; THEN STRIKE THE SLIGHTLY HIGHER TARGET WITH A FALCON PUNCH ON THE WAY DOWN.



RECROSS THE BEGINNING AREA AND STEP OFF THE EDGE OF THE LEDGE. AIR-JUMP AS SOON AS YOU'RE CLEAR OF THE WALL TO ENTER THE NOOK AND STRIKE THE TARGET.



BONUS LEVEL 2: BOARD THE PLATFORMS



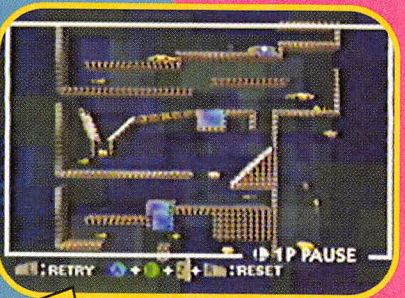
STEP ON THE PLATFORMS AND FOLLOW THE PATH DOWN.



FOLLOW THE PATH AND DROP THROUGH THE HOLE IN THE FLOOR TO TAG THE PLATFORM IN THE POOL.



HOP THE GAP BEYOND THE POOL AND JUMP FROM THE LARGE PLATFORM THERE TO THE TOP OF THE WALL ON THE RIGHT.



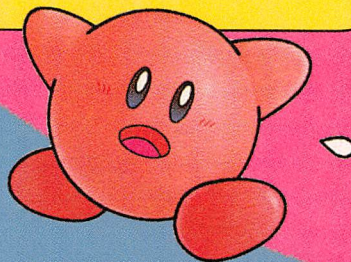
THIS IS A BIT OF A SHORTCUT: YOUR GOAL IS THE SMALL PLATFORM TUCKED BELOW THE LEVEL'S UPPER-RIGHT CORNER.

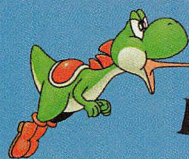


STEP OVER THE EDGE.



HUG THE WALL TIGHTLY, READY TO AIR-JUMP—AND MAYBE EVEN  ONCE YOU CLEAR THE CORNER BELOW.





Hidden characters and the Hidden stage



IT'S A BIT OF A TRICK TO HIT THE SMALL PLATFORM, BUT IT MAY BE EASIER THAN COMING UP FROM BELOW.



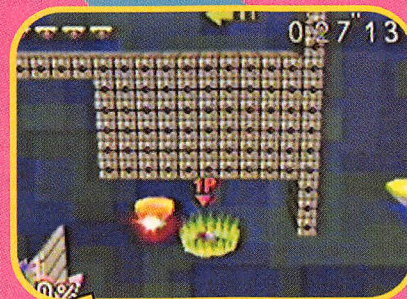
IF YOU MISS THE PLATFORM, YOU MUST LAND ON A VERY NARROW LEDGE BELOW.



FROM THAT NARROW LEDGE, YOU COULD JUMP, AIR-JUMP, AND Ⓟ, Ⓢ FOR ANOTHER ATTEMPT.



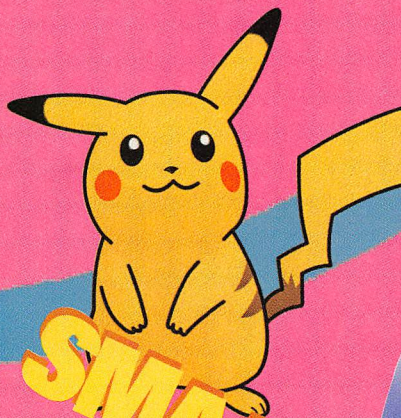
DROP TO THE SMALL PLATFORM BELOW (IT'S CLOSE TO THE WALL ON THE LEFT). JUMP FROM THERE AND LET THE CAPTAIN FALL CLOSE TO THE WALL.



ONCE YOU'RE CLEAR OF THE WALL, AIR-JUMP AND THEN Ⓟ, Ⓢ TO REACH ANOTHER SMALL PLATFORM.

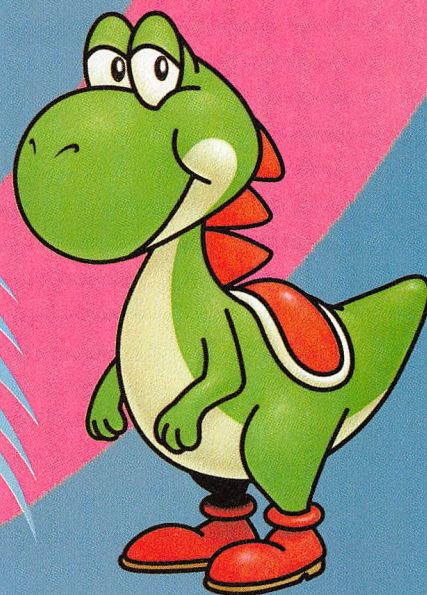
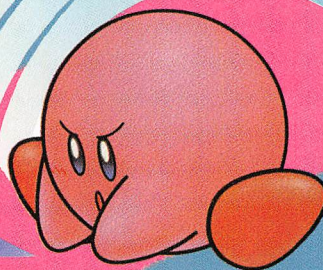


JUMP FROM THE EDGE OF THE SMALL PLATFORM TO THE LEDGE BEYOND THE MOVING WALL.



SMAAAASH!!!

BIFF!!!





GO AGAINST THE DIRECTION OF THE ARROWS TO RETURN TO THE SAFE TUNNELS. FOLLOW THE PASSAGE TO ANOTHER WATER PLATFORM.



WORK YOUR WAY UP, TAGGING ANOTHER SMALL PLATFORM.



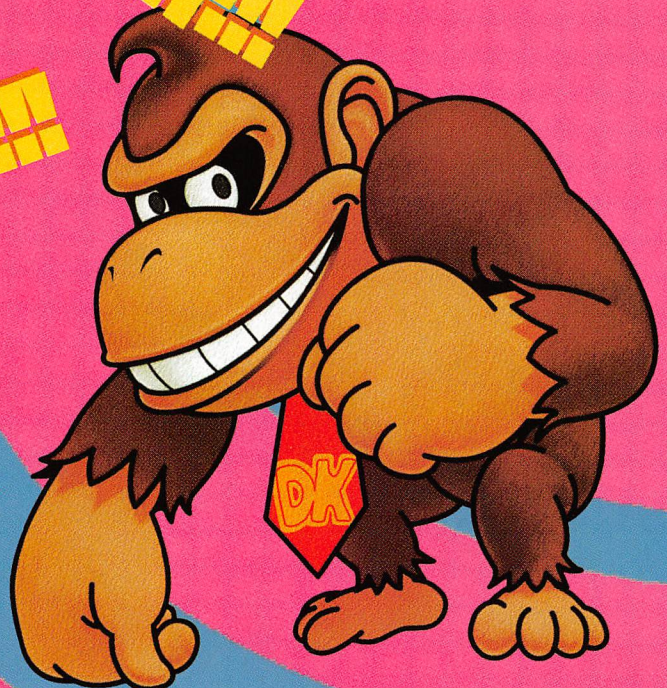
STAND IN THE SPACE BELOW THE FUNNEL—OFF TO ONE SIDE OF THE PLATFORM ABOVE.

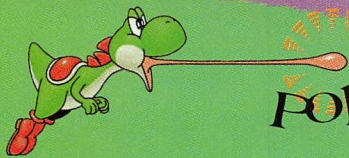


JUMP AND AIR-JUMP TO ALIGHT ON THE FINAL PLATFORM.

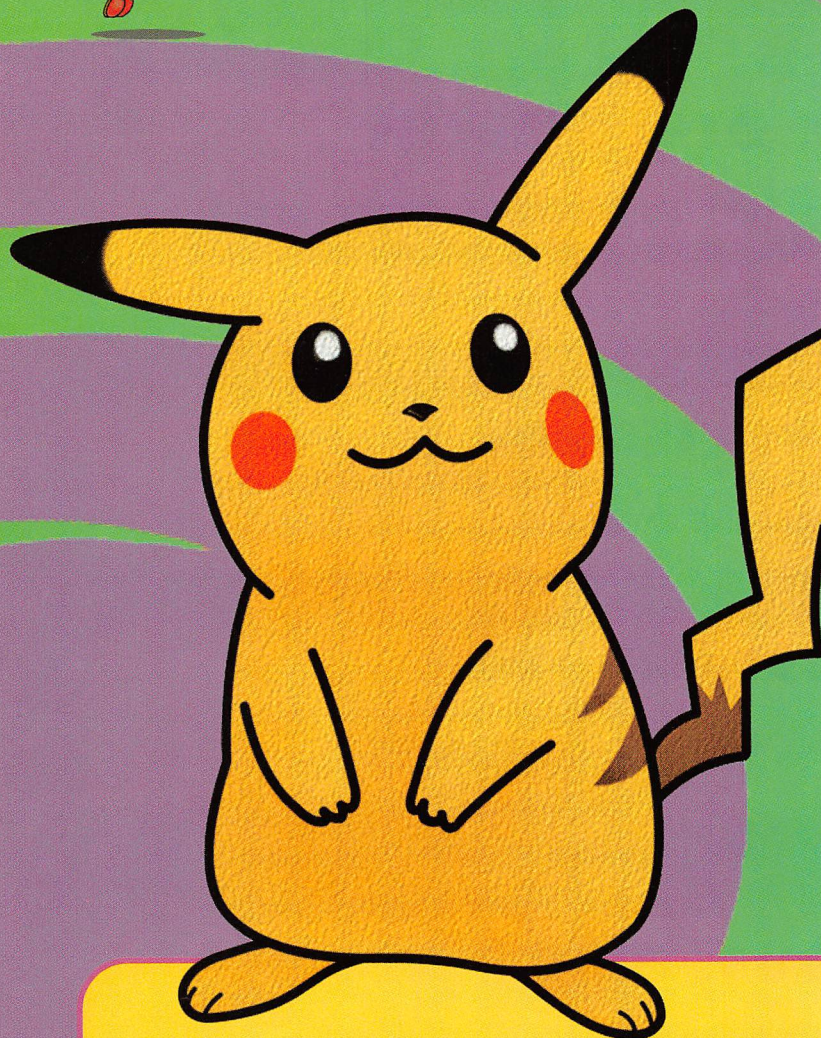


SMAAAASH!!!
ZAP!!!
BIFF!!!





POKÉMON in Super Smash Bros.



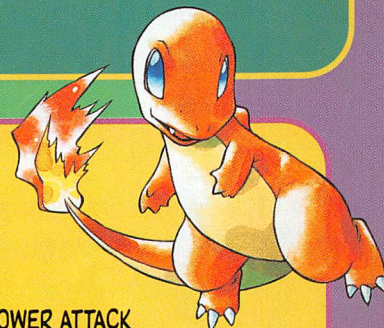
POKÉMON SUPER SMASH BROS.

IN ADDITION TO THE POKÉMON AVAILABLE AS CHARACTER FIGHTERS IN *SUPER SMASH BROS.*, PLENTY OF POKÉMON POP OUT OF THOSE LITTLE POKÉ BALLS. WHETHER OR NOT YOU PLAY PURELY POKÉMON *SSB*, WE LIST HERE THE COMPLETE LINEUP.

THESE ARE THE ONES THAT POP OUT OF THE POKÉ BALLS. A HANDFUL OF OTHERS PEEK OUT OF THE DOORWAY ON THE ROOF OF SAFFRON CITY. FOR FULL-ON POKÉMON MADNESS, SET THE POKÉ BALL FREQUENCY IN THE UNLOCKED HIDDEN MENU TO "VERY HIGH" AND PLAY PIKACHU'S STOMPING GROUNDS AS THE STAGE—QUITE COOL. AND BECAUSE A POKÉMON CAN'T HARM WHOEVER RELEASES IT FROM THE POKÉ BALL, IT'S NOT ENTIRELY RANDOM CARNAGE. CARNAGE, TO BE SURE, BUT NOT ENTIRELY RANDOM

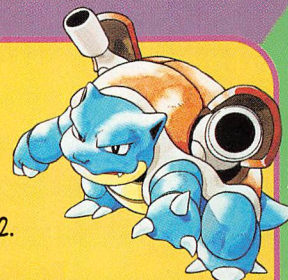
POKÉMON NO. 004: CHARMANDER

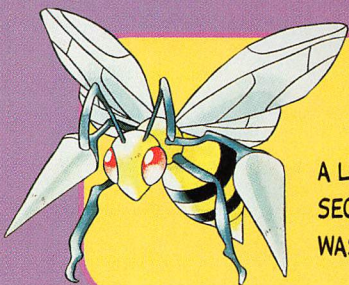
THE CHARMANDER IN *SUPER SMASH BROS.* MUST BE AT LEAST A LEVEL 38, JUDGING BY ITS FLAMETHROWER ATTACK MODE. WHEN RELEASED, CHARMANDER SWINGS ITS HEAD FROM SIDE TO SIDE, EMITTING A TERRIFIC BLAST OF FIRE.



POKÉMON NO. 009: BLASTOISE

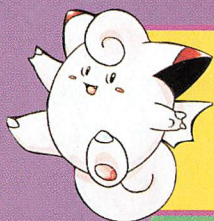
THE POKÉMON BLASTOISE EVOLVES FROM WARTORTLE AT LEVEL 36. THE ONE IN *SUPER SMASH BROS.* EXHIBITS THE HIGH-END ATTACK FORM—THE HYDRO PUMP—SO YOU COULD PRESUME IT'S AT LEAST LEVEL 52. LUCKILY, WHEN IT APPEARS, BLASTOISE BLASTS IN ONLY ONE DIRECTION.





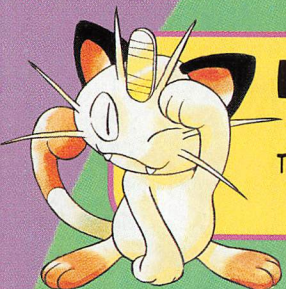
POKÉMON NO. 015: BEE DRILL

A LEVEL 10 BUG POKÉMON, BEE DRILL MAKES A QUICK EXIT ONCE IT'S RELEASED FROM THE POKÉ BALL. SECONDS AFTER IT VANISHES, A SWARM OF SMALLER BEES CROSSES THE STAGE FROM WHERE BEE DRILL WAS HEADED.



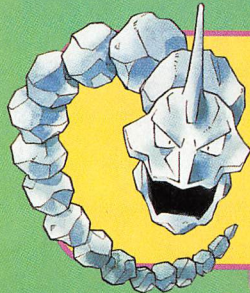
POKÉMON NO. 035: CLEFAIRY

CLEFAIRY CAN MIMIC THE ACTIONS AND ATTACKS OF ALL OTHER POKÉMON.



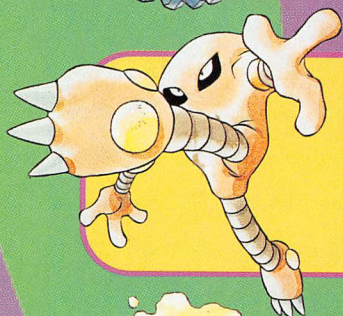
POKÉMON NO. 052: MEOWTH

THE POKÉMON MEOWTH BUSTS FROM ITS POKÉ BALL TO SHOWER THE AREA WITH DAMAGING COINS.



POKÉMON NO. 095: ONIX

THE POKÉMON ONIX LEAPS FROM ITS POKÉ BALL AND SOARS OFF THE SCREEN OVERHEAD. SECONDS LATER, A SHOWER OF DAMAGING BOULDERS RAINS DOWN FROM THE SKY.



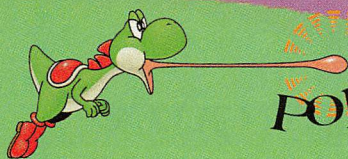
POKÉMON NO. 106: HITMONLEE

WHEN RELEASED FROM ITS POKÉ BALL, HITMONLEE DOES A TREMENDOUS LEAPING KICKOFF AS IT EXITS TO EITHER SIDE OF THE STAGE.

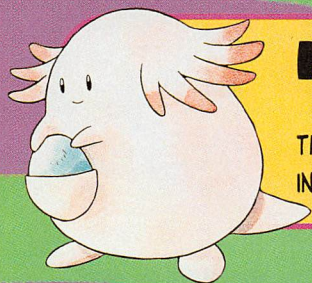


POKÉMON NO. 109: KOFFING

ONE OF THE MORE COMMON POKÉMON IN *SUPER SMASH BROS.*, KOFFING SURROUNDS ITSELF WITH A CLOUD OF SMOG BEFORE VANISHING.

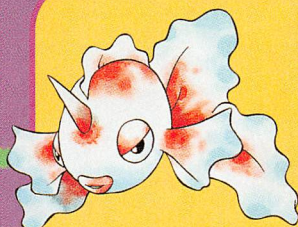


Pokémon in Super Smash Bros.



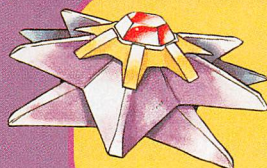
POKÉMON NO. 113: CHANSEY

THIS POKÉMON ARRIVES BEARING GIFTS. CHANSEY SCATTERS A GREAT MANY CHANSEY EGGS BEFORE VANISHING. INSIDE EACH YOU'LL FIND A POWER-UP.



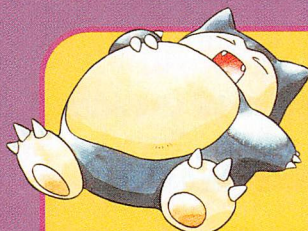
POKÉMON NO. 118: GOLDEEN

THE POKÉMON GOLDEEN IS A FISH OUT OF WATER IN *SUPER SMASH BROS.* WHEN IT APPEARS, IT SIMPLY FLOPS ABOUT FOR A WHILE, AND THEN DISAPPEARS.



POKÉMON NO. 120: STARYU

ALTHOUGH STARYU ATTACKS IN ONLY ONE DIRECTION WHEN RELEASED, IT EMITS A CONSTANT PULSE OF WATER UNTIL IT DISAPPEARS.



POKÉMON NO. 143: SNORLAX

WHEN RELEASED FROM ITS POKÉ BALL, THE POKÉMON SNORLAX SAILS HIGH INTO THE AIR, MOVING TEMPORARILY OUT OF VIEW. WHEN IT REAPPEARS IN FRONT OF THE STAGE, ANY CHARACTER IT PASSES OVER—EXCLUDING WHOMEVER RELEASED HIM—IS TOSSED INTO THE AIR.

POKÉMON NO. 151: MEW

THIS RAREST POKÉMON FLOATS SERENELY INTO THE AIR WHEN RELEASED FROM THE POKÉ BALL. IN THE SINGLE-PLAYER GAME, A FIGHTER GETS A GOOD POINT BONUS WHEN MEW APPEARS.



MULTIPLAYER MODE OPTIONS

FOR ALL ITS SINGLE-PLAYER APPEAL, *SUPER SMASH BROS.*' REAL TREAT IS ITS VS. MODE—THE MULTIPLAYER SIDE OF THE GAME.

THIS SECTION OF THE BOOK IS A NOD IN THAT DIRECTION. IT EXPOUNDS A BIT ON MATERIAL FROM THE GAME MANUAL, AND MAKES A FEW RECOMMENDATIONS ON HOW TO GET THE MOST FROM THE GAME'S MULTIPLAYER ASPECTS.

BACK WHEN COMPUTER PROGRAMS WERE STILL BEING CHISELED ONTO CD-ROMS BY HAND, THE MULTIPLAYER VERSIONS OF SOME VERY GOOD GAMES WERE TREATED ALMOST AS AFTERTHOUGHTS. HAPPILY, MULTIPLAYER *SUPER SMASH BROS.* IS VERY TIGHT: EVERYTHING IS AS IT SHOULD BE, WITH A VARIETY OF OPTIONS COMBATANTS MAY TINKER WITH BEFORE A MATCH BEGINS.

VS. MODE OPTIONS

IN A NUTSHELL, A MULTIPLAYER BATTLE IS A CONTEST WHEREIN SEVERAL PLAYERS VIE FOR THE MOST KNOCK-OFFS (FREE-FOR-ALL), OR TWO OR EVEN THREE TEAMS OF PLAYERS WORK TOWARD A COMMON GOAL (TEAM). FOR EITHER, YOU MAY SET THE VICTORY CONDITIONS BY SELECTING "STOCK" OR "TIME" BEFORE THE BATTLE BEGINS.

IN A STOCK MATCH, FIGHTERS HAVE A LIMITED NUMBER OF LIVES THEY CAN LOSE BEFORE THEY'RE OUT OF THE RUNNING. A TIME BATTLE PLACES A TIME LIMIT ON THE ACTION. AT THE END OF THE ALLOTTED TIME—FIVE MINUTES IS A COMFORTABLE LENGTH—EACH PLAYER OR TEAM ADDS UP THE KNOCK-OFFS THEY SCORED AND SUBTRACTS THE NUMBER SCORED AGAINST THEM. THE PLAYER OR TEAM WITH THE HIGHEST TOTAL WINS.



NOTE

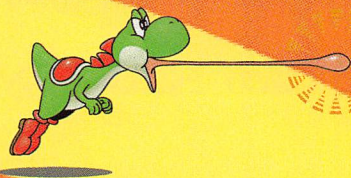
If you are looking for character strategies, see the "Character & Bonus Levels" section.

OTHER OPTIONS

THE GAME CAN HANDICAP PLAYERS TO CREATE A FAIR FIGHT BETWEEN PLAYERS OF DIFFERENT SKILL LEVELS. TURN THE HANDICAP CONTROL ON AND OFF FROM THE OPTIONS SCREEN, OR SET IT TO "AUTO" AND LET THE COMPUTER EVALUATE SKILL LEVELS BASED ON THE FIGHTER DATA IT KEEPS.

IF YOU SET THE HANDICAP YOURSELF, TURN ON THE OPTION AND ADJUST EACH PLAYER FROM THE PLAYER SELECT SCREEN. THE HIGHER THE HANDICAP NUMBER YOU ASSIGN A FIGHTER, THE EASIER IT WILL BE FOR OTHER FIGHTERS TO SCORE A KNOCK-OFF AGAINST HIM OR HER.

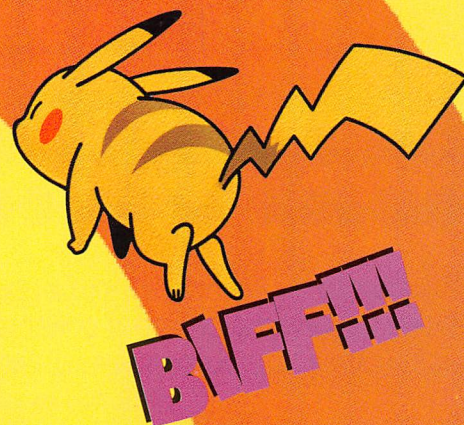




Multiplayer Mode options

WHILE YOU'RE IN THE OPTION MENU, YOU CAN CHOOSE WHETHER TO TAKE INADVERTENT DAMAGE FROM TEAMMATE ATTACKS. YOU CAN ALSO TINKER WITH THE WAY PLAYERS RESPOND AFTER THEY TAKE DAMAGE, THUS VARYING A FIGHTER'S REACTION TO DAMAGE AND MAKING IT HARDER IN A GENERAL WAY FOR ALL PLAYERS TO SCORE KNOCK-OFFS. IT'S A MATTER OF PERSONAL PREFERENCE: HOW HARD DO YOU WANT TO HAVE TO WORK TO DISPOSE OF AN ENEMY?

SOMETIMES—IF YOU'RE PLAYING ON A SMALLER STAGE WITH FOUR PLAYERS, FOR INSTANCE—DIALING DOWN THE DAMAGE PERCENTAGE IS A GOOD WAY TO EMPHASIZE COMPETITOR SKILL OVER THE RANDOM MISFORTUNES THAT TAKE PLACE IN A CROWD.



MULTIPLAYER PRACTICE

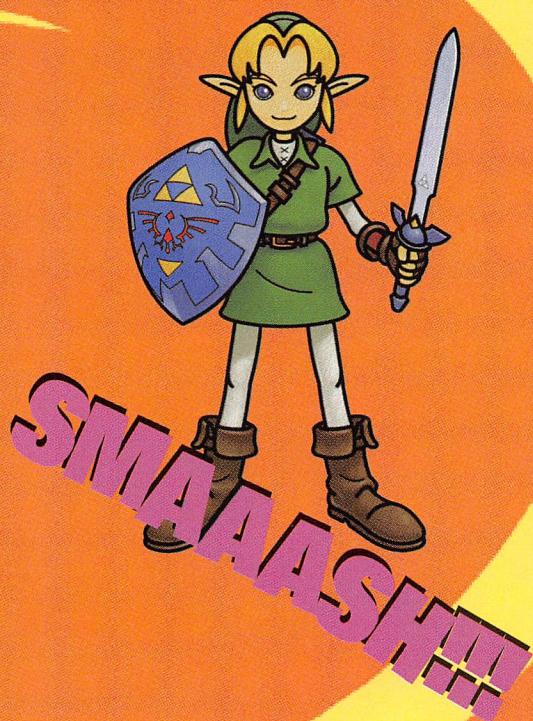
ONE OF THE COOLEST THINGS ABOUT *SUPER SMASH BROS.* IS THE PRACTICE MODE BUILT INTO THE MULTIPLAYER GAME—YOUR ABILITY TO TURN OVER CONTROL TO THE COMPUTER FOR AS MANY FIGHTERS AS YOU LIKE. ADJUSTING THE HANDICAP ON THE VARIOUS COMPUTER FIGHTERS GIVES YOU A SENSE OF HOW A SKILLED HUMAN OPPONENT MIGHT CONTROL EACH CHARACTER.

FIGHTING AGAINST A COMPUTER TEAM

WHEN YOU DON'T FEEL LIKE HANDICAPPING YOURSELF, BUT YOUR ONLY AVAILABLE HUMAN COMPETITION IS ... WELL, KIND OF FEEBLE, YOU CAN TEAM UP AND FIGHT TOGETHER AGAINST A COMPUTER-CONTROLLED TEAM.

YOU CAN STAGGER THE COMPUTER PLAYERS' HANDICAP—ONE TEAM MEMBER SET VERY HIGH, THE OTHER SET VERY LOW—TO MIRROR YOUR OWN TEAM'S ABILITIES. AND YOUR NOT-SO-SKILLED FRIEND ENJOYS CONTRIBUTING TO A VICTORY AGAINST THE HATED COMPUTER FOES, AS OPPOSED TO COMING AWAY FROM THE *SUPER SMASH BROS.* EXPERIENCE WITH A SMOLDERING CONTEMPT FOR YOUR SUPERIOR SKILLS. NOT THAT THAT EVER HAPPENS

EVEN WHEN BOTH PLAYERS HAVE THE SAME SKILL LEVEL, CRANKING UP THE COMPUTER AI AND FIGHTING AGAINST A NONHUMAN TEAM MAKES FOR A VERY ENTERTAINING FIGHT. WILL YOU CHOOSE TWO STRONG CHARACTERS, OR TWO FAST ONES? ONE OF EACH? WHAT ABOUT THE COMPUTER TEAM? ON A LARGE STAGE OR A SMALL ONE? YOU GET THE IDEA.



TIP!

If you're playing a team match with a set stock of lives and you run out before your teammate does, take a life from your comrade. Press  and let the sharing begin!



THE BEST PART OF MULTIPLAYER: HIDDEN GAME OPTIONS

BY ACCESSING THE HIDDEN MENU, YOU CAN EXPAND THE WHOLE *SUPER SMASH BROS.* EXPERIENCE. WHEN IT COMES TO MULTIPLAYER *SMASH*, HAVING THAT MENU AVAILABLE OPENS UP ALL KINDS OF POSSIBILITIES.

FROM THIS MENU, YOU MAY TURN EVERY ITEM IN THE GAME ON OR OFF TO CONTROL WHICH ITEMS WILL BE FOUND IN CONTAINERS.

FURTHER, YOU CAN ADJUST HOW OFTEN ITEMS APPEAR—TO CREATE A CONSTANT SUPPLY OF POWERFUL WEAPONS, FOR INSTANCE.

THE TASK IS SIMPLE, YET TIME-CONSUMING.

YOU MUST ENTER 100 MULTIPLAYER MATCHES

BEFORE THE MENU WILL APPEAR, BUT YOU NEEDN'T

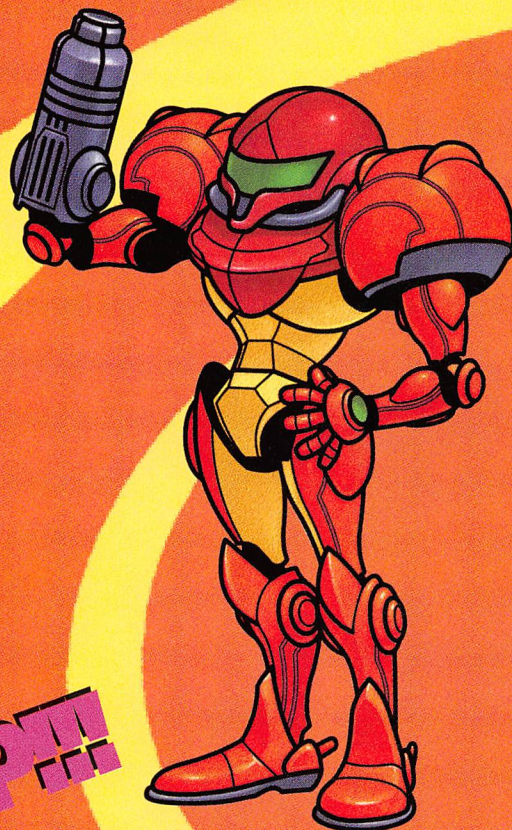
PLAY THEM. JUST ENTER A MULTIPLAYER MATCH,

PAUSE THE GAME, AND QUIT OUT. ONLY 99 TO GO ...

IT'S REALLY WORTH THE EFFORT, EITHER TO MAKE ITEMS

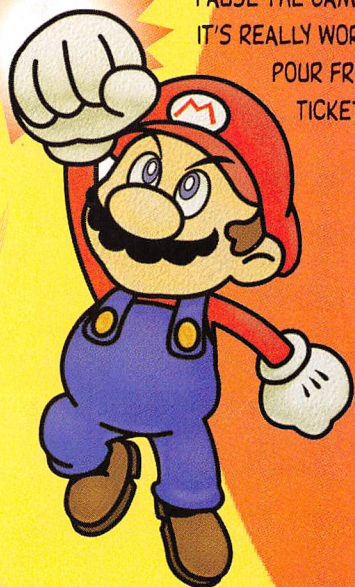
POUR FROM THE HEAVENS, OR TO MAKE THE BIG-

TICKET ITEMS RARE IN A LONGER MATCH.



ZAP!!

SMASH!!



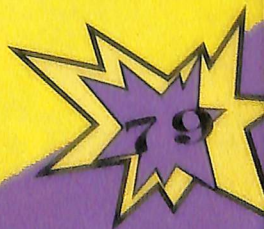


SINGLE-PLAYER BONUSES

YOU CAN IMPROVE YOUR SINGLE-PLAYER *SUPER SMASH BROS.* POINT TOTAL BY MEETING CERTAIN BONUS CONDITIONS. THERE ARE A BUNCH OF THEM YOU SHOULD BE AWARE OF ONCE YOU GET SERIOUS ABOUT SCORING. MANY TAKE THE FORM OF ALMOST RANDOM OCCURRENCES; YOU'LL BECOME FAMILIAR WITH THE LOW-LEVEL BONUSES AFTER JUST A FEW MATCHES.

OF THE HIGH-POINT MATCH BONUSES (AS OPPOSED TO THOSE AWARDED FOR GAME-LENGTH ACCOMPLISHMENTS), YOU GET BIG POINTS FOR INFLECTING BIG DAMAGE. NOTE ALSO THAT YOU GET A HEALTHY BONUS FOR SURVIVING BONUS LEVELS. IT PAYS TO PRACTICE THOSE BEFOREHAND.

IF YOU HAVEN'T PLAYED A SINGLE-PLAYER GAME ALL THE WAY THROUGH, SOME OF THE FOLLOWING BONUSES MAY SEEM ODD. "YOSHI RAINBOW" SOUNDS STRANGE, FOR INSTANCE, UNTIL YOU REALIZE A TEAM OF YOSHIS WAITS TO TACKLE YOU.



BONUS	CONDITION	POINTS AWARDED
VERY HARD CLEAR	FINISH GAME ON VERY HARD	350,000
HARD CLEAR	FINISH GAME ON HARD	280,000
NORMAL CLEAR	FINISH GAME ON NORMAL	210,000
EASY CLEAR	FINISH GAME ON EASY	140,000
SPEED DEMON	FINISH GAME IN UNDER 8 MINUTES	80,000
VERY EASY CLEAR	FINISH GAME ON VERY EASY	70,000
NO MISS CLEAR	FINISH GAME WITHOUT DYING	70,000
PACIFIST AWARD	DON'T ATTACK THE ENEMY	60,000
DK PERFECT	NO DAMAGE TO ALLIES	50,000
YOSHI RAINBOW	DEFEAT YOSHIS IN ORDER	50,000
SPEED KING	BEAT GAME IN UNDER 12 MINUTES	40,000
PERFECT	DON'T DIE IN BONUS LEVEL	30,000
HEAVY DAMAGE	OPPONENT TAKES MINIMUM 200% DAMAGE	28,000
TRUE FRIEND	NO DAMAGE TO ALLY VS. MARIO BROTHERS	25,000
BROS. CALAMITY	DEFEAT LUIGI, NO DAMAGE TO MARIO	25,000
KIRBY RANKS	DEFEAT KIRBYS IN ORDER	25,000
ITEM STRIKE	ONLY USE ITEMS TO DEFEAT OPPONENT	20,000
HAWK	ONLY USE AIR ATTACKS	18,000
HEART THROB	COLLECT THREE HEARTS	17,000
MEW CATCH	RELEASE POKÉMON MEW	15,000
NO DAMAGE	FINISH MATCH WITH 0% DAMAGE, FIRST LIFE	15,000
SHOOTER	MAJORITY OF DAMAGE TO CPU VIA SHOOTING	12,000
STAR CLEAR	DEFEAT CPU WHILE HAVING STAR POWER	12,000
BOOBY TRAP	DEFEAT ENEMY WITH TRAP	12,000
POKÉMON FINISH	RELEASE POKÉMON TO DEFEAT ENEMY	11,000
TRICKSTER	SEND ENEMIES INTO SKY (LEVELS 2, 7, 10)	11,000
BUMPER CLEAR	USE BUMPER TO DEFEAT ENEMY	10,000
STAR FINISH	KNOCK ENEMY INTO STARS	10,000
DK DEFENDER	BOTH ALLIES SURVIVE VS. GIANT DK	10,000
COMET MYSTIC	DIE IN STARS AS CPU DIES, RESPAWN	10,000
SPEEDSTER	DEFEAT ENEMY IN 30 SECONDS OR LESS	10,000
LUCKY 3'S	FINISH WITH TIMER AT 3:33	9,990
VEGETARIAN	EAT THREE MAXIM TOMATOES	9,000
SINGLE MOVE	REPEAT ONE MOVE TO DEFEAT CPU	8,000
SHIELD BREAKER	BREAK ENEMY'S SHIELD	8,000
LAST SECOND	DEFEAT ENEMY WITH CLOCK AT 0:01	8,000
GOOD FRIEND	ALLY SURVIVES VS. MARIO BROTHERS	8,000
MYSTIC	ENEMY DIES AS YOU RESPAWN	7,000
NO MISS	WIN CONSECUTIVE MATCHES WITHOUT DYING	5,000 PER MATCH
JUDO WARRIOR	THROW ENEMY REPEATEDLY	5,000
FULL POWER	HAVE 0% DAMAGE AT MATCH END	5,000
SMASH-LESS	AVOID BEING SMASHED	5,000
SPECIAL MOVE	REPEATEDLY USE SPECIAL MOVE	5,000
ARWING CLEAR	ARWING DEFEATS ENEMY (SECTOR Z)	4,000
SMASH MANIA	ONLY USE SMASH ATTACKS	3,500
JACKPOT	CHARACTER'S DAMAGE % ALL THE SAME (22%, 33%, ETC.)	3,330
TORNADO CLEAR	TORNADO DEFEATS ENEMY (HYRULE)	3,000
THROW DOWN	DAMAGE ENEMY, THEN THROW OFF EDGE	2,000
ACID CLEAR	ACID DEFEATS ENEMY (PLANET ZEBES)	1,500
NO ITEM	DON'T USE ITEM IN MATCH	1,000
FIGHTER STANCE	POSE AS ENEMY DEFEATED	100
CHEAP SHOT	TAKE UNFAIR ADVANTAGE	-99
ALL VARIATIONS	USE ALL ATTACK FORMS IN MATCH	MYSTERY BONUS*

* THIS BONUS COULD NOT BE ACHIEVED DURING EXTENSIVE TESTING, BUT THE POSSIBILITY IS HIGH THAT IT DOES EXIST. A TRUE SUPER SMASH BROS. AFICIONADO WOULD TAKE THAT AS A CHALLENGE

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